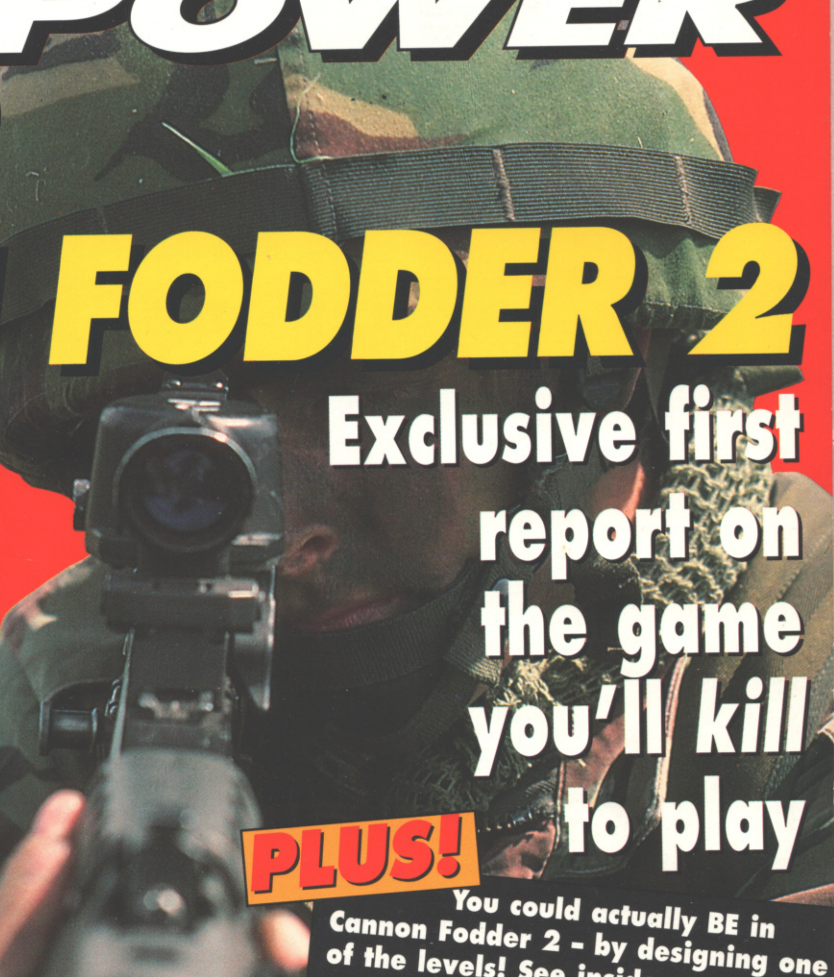
THE WORLD'S BIGGEST-SELLING AMIGA GAMES MAGAZINE

AMIGA POWER

A MAGAZINE WITH ATTITUDE

WORLD EXCLUSIVE!

CANNON FODDER 2



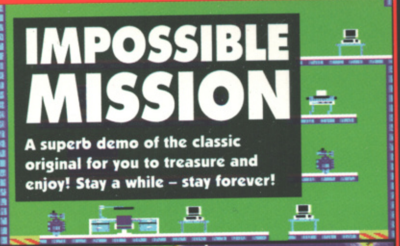
Exclusive first report on the game you'll *kill* to play

PLUS!

You could actually BE in Cannon Fodder 2 – by designing one of the levels! See inside...

YOURS WITH ISSUE 40 OF AMIGA POWER

3 GAMES ON THIS DISK



IMPOSSIBLE MISSION

A superb demo of the classic original for you to treasure and enjoy! Stay a while – stay forever!

Drive around and blow things up. With a friend. Or two. (Or maybe three.)

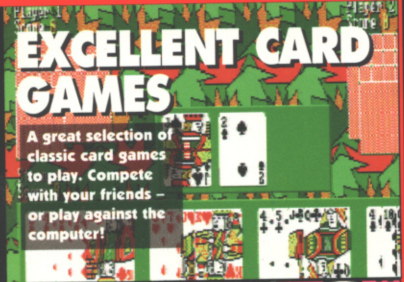
TANKS 'N' STUFF

INFILTRATOR

Incredibly intense two-player block-duelling action.

YOURS WITH ISSUE 40 OF AMIGA POWER

2 GAMES ON THIS DISK



EXCELLENT CARD GAMES

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ISSUE 40

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IMPORTANT – PLEASE NOTE
NOP = will not work on A500 Plus, A600 or A1200
NO12 = will not work on A1200
1 MEG = requires 1 MB of RAM
• = NEW Item

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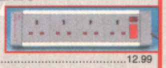

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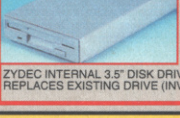

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THIS IS... AMIGA POWER

AMIGA POWER
ISSUE 40 AUGUST 1994

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A MESSAGE TO OUR 300 AMERICAN READERS: Mr Blobby is crap! Don't be taken in! He's not funny – especially when he goes "Blobby blobby blobby".

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10 TRUE STORIES Now with the previews section and charts rundown included. They've moved into True Stories and just love its chirpy, news-packed ambience.

22 RITA, SUE AND CANNON FODDER TWO Life on a council estate and the most eagerly awaited game sequel of all time, together for the first time in our exclusive preview/compo combo. How good?

28 TREMBLE YE HUMBLE JOYSTICKS Before the might of a panel of top judgemental lesser deities. Yes!

54 TREMBLE YE LITTLE CHILDREN Sleep well at night do you? Plesant dreams? Well, read this – AND WEEP!

57 WIN AN ASTEROID! And a video to watch it on, courtesy of Gremlin. We love 'em.

58 SUBSCRIBE! You know you want to.

60 COMPLETE CONTROL More problems solved per column inch than any other part of the mag.

72 BACK ISSUES/MAIL ORDER Order back issues and things through the mail. No, really.

75 WIN A POTATO! A complete couch potato kit, that is. Chill out with a full satellite TV system courtesy of Empire. We love 'em.

80 HI HO SILVER LINING More chances for us to say that the CD32 version's the same as the Amiga one. Only with more music.

85 PUBLIC DOMAIN Dave Golder's final frontier of all things free and/or cheap for your Amiga.

88 DO THE WRITE THING You write things, we print them. And it really is that simple.

91 THE BOTTOM LINE Five pages, a year's games.

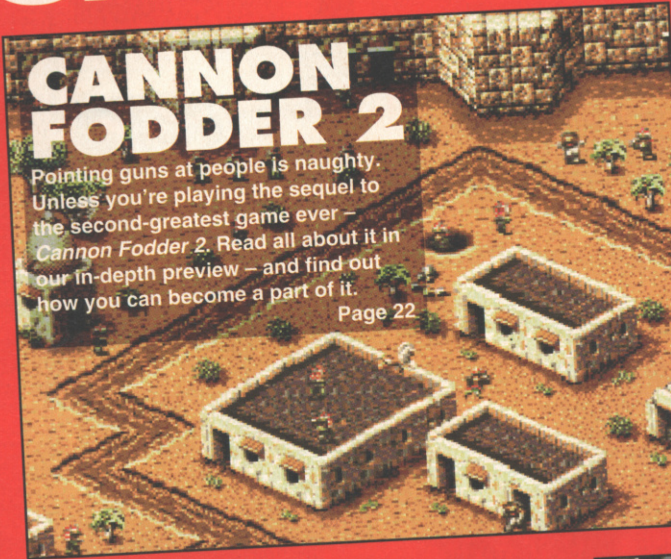
96 THE SECRET GARDEN Cool suits and bargains a-plenty.

98 YONDA LIES THE PALACE OF MY FADDA DE CALIPH It's all right, we didn't understand it either.

WELCOME TO AMIGA

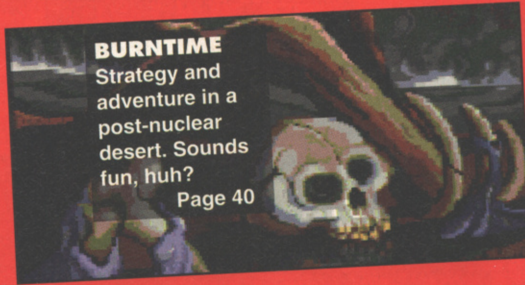
Hello. And once again we're at that "Hello and welcome to AMIGA POWER" bit of AMIGA POWER. Even though the summer months are traditionally a slow time for Amiga games, we've still managed to come up with top reviews of such great games as *Empire Soccer* and *Bubble and*

GAMES OF THE

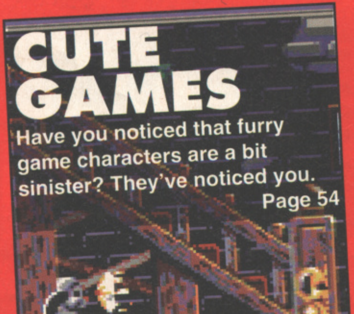


CANNON FODDER 2

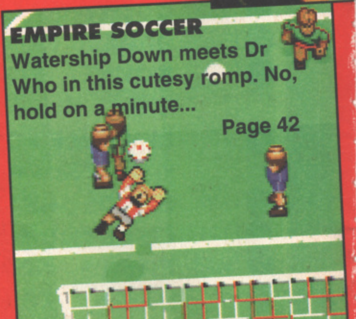
Pointing guns at people is naughty. Unless you're playing the sequel to the second-greatest game ever – *Cannon Fodder 2*. Read all about it in our in-depth preview – and find out how you can become a part of it.
Page 22



BURNTIME
Strategy and adventure in a post-nuclear desert. Sounds fun, huh?
Page 40



CUTE GAMES
Have you noticed that furry game characters are a bit sinister? They've noticed you.
Page 54



EMPIRE SOCCER
Watership Down meets Dr Who in this cutesy romp. No, hold on a minute...
Page 42

JONATHAN WOULD JUST LIKE TO SAY: Something funny.
SARAH WOULD JUST LIKE TO SAY: "Goodbye."
CAM WOULD JUST LIKE TO SAY: "Thanks for the choccy and stuff, Isabelle."
JONATHAN NASH WOULD JUST LIKE TO SAY: "Check out! Discover! We reveal exclusively – inside!"
STEVE M WOULD JUST LIKE TO SAY: "I make no predictions and I never will."

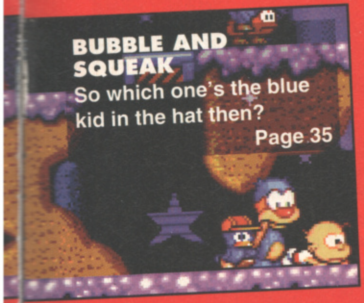
OVER 500

HOLES IN BLACKBURN, LANCASHIRE.

POWER

Squeak. But, of course, being AMIGA POWER, we've got plenty of reviews of dull or miserably dire games as well. We're like that, you know.
Jonathan Davies, Editor

MONTH



BUBBLE AND SQUEAK
So which one's the blue kid in the hat then?
Page 35

BUMP 'N' BURN
Wacky Races revisited.
Page 38

QUIK
Time travelling bunny? It's a platform game, isn't it?
Page 48

WIN!

A COMPLETE SATELLITE TV SYSTEM
Thanks to Empire, you may never have to leave the house again.
Page 75

A VIDEO RECORDER!
And something to play on it, all from Gremlin.
Page 57

GAMES REVIEWED THIS ISSUE

AUGUST 1994

FULL PRICE

Bubble and Squeak-34
Bump 'n' Burn --------38
Burntime---------------40
Clockwiser------------50
D-Day ------------------51
Empire Soccer -------42
Kick Off 3 ------------44
Wild Cup Soccer-----46
World of Soccer -----45
Quik --------------------48

CD32

Brian The Lion -------80
Cannon Fodder-------81
Heimdall 2 -----------81
Lemmings ------------80
Sabre Team----------80

BUDGET

Bandit Mania ---------77
Body Blows -----------77
Executioner-----------77
The Games------------78
Jack Nicklaus' Golf 76
Leisure Suit Larry 3 78
Road Rash------------78
Rourke's Drift --------77
World Cup Year 94--76

PD

Amiganoid------------86
Blaster ----------------85
Formula One Man. --85
Sensible Massacre -86
Superleague Man. --86
Wayne's Pong --------85

SAL WOULD JUST LIKE TO SAY: "Groan, moan, six months and counting..."

STEVE F WOULD JUST LIKE TO SAY: "But then, nothing ever surprises you in football."

disk 40

We've managed to cover the entire spectrum of human activities this month, from pleasant card games and bar-related fruit machine antics to running away from killer robots in blind panic, fearful that each breath could well be your last. And all this on two plastic disks.

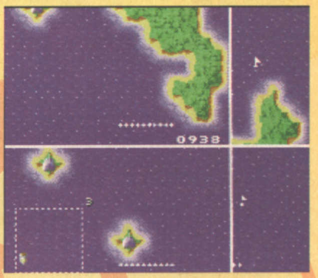
disk 40
AMIGA POWER

INTRODUCING DISK 40

IMPOSSIBLE MISSION

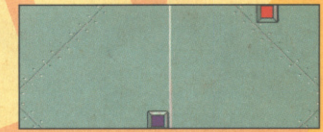
An exclusive demo of the classic original Commodore 64 game, so you can compare it with *Impossible Mission 2025*.

TANKS 'N' STUFF



Assemble several friends, choose a massive steel tank each, and then venture forth to capture each other's flags and – ideally – blow up as many tanks as possible. It's a complete, fully-playable game, and it's unbelievably good fun. Trust us – we know.

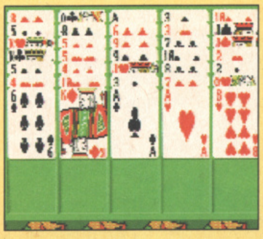
INFILTRATOR



Don't be deceived by appearances: though laughably simple, this is a fiendishly competitive complete two-player game.

EXCELLENT CARDS

Play a selection of top card games in this demo of the – quite literally – *Excellent Cards*. Oh yes. Indeed.



BANK
PLAY
SAMMY THE SNAKE
PRESS FIRE TO PLAY
HI
LO

BANDIT MANIA

Sample a whole fruit machine in our demo of this multi-machine extravaganza.

GOT A FAULTY DISK?

● Oh no! Are you sure? Before you go any further, try the procedures described in the panel over the page. If, after all that, you *do* have disk problems, simply place it in an envelope, along with an SAE and an explanatory letter, and return it NOT TO THE AP OFFICE but to: AMIGA POWER Disk Returns 40, DisCopy Labs, PO Box 21, Daventry NN11 5BU. If you send it to us, we'll be so cross we'll never publish another issue of AMIGA POWER ever again.

YOUR DISK AND YOU

READ THIS BIT FIRST OR NO-ONE WILL TAKE ANY NOTICE OF YOU WHEN YOU SAY THAT YOUR DISK DOESN'T WORK.

- You've only got 512K of memory on your Amiga? Blimey, that's a bit stupid, isn't it? Go and buy an expansion RIGHT NOW.

- To load any of the games, all you have to do is switch off your machine, insert the disk, and switch your machine back on again.

- An options menu will appear. Simply follow the instructions to load the game of your choice.

- Just to be on the safe side, though, the on-screen instructions say that you should press the appropriate function key to make your selection.

- You'll have to reset your machine in order to play one of the other demos. When you do so, simply follow the instructions above.

- Remember to keep the disk you are playing your game from in the drive at all times. And remember – switching the machine off for 20 seconds or so before loading a new program will help prevent disks being infected by stray viruses.

- Have a good time.

OH NO! SOMETHING WENT WRONG!

- Are you sure?

- Try all that stuff again, making sure you've disconnected any peripherals the program might not 'like', such as external drives.

- If your disk fails to load, then pop it in a padded envelope, along with a letter explaining the problem and an SAE, to:

AMIGA POWER Disk 40 Returns
DisCopy Labs
PO Box 21
Daventry
NN11 5BU

- We're really hoping that you're reading this bit, because it's quite important: please don't send your disks to us at the AMIGA POWER office. We really don't know how to fix dodgy disks, and we'll just throw 'em straight in the bin. So send them to Discopy. Please.

0938
0938
0938
0938

The four quarters of the screen could be taken to represent the four chambers of the heart. And the green land, the valves.

TANKS 'N' THINGS

Authors: Paul Atkin, Grant Young

Bit of a mystery

Here's the first of two tank games Cam insisted we include this month. But before we get onto that:

Haway the lads and everything, and a special thanks to the Assassins, the Tyneside-based PD company who've been bunging some very 'special' games our way for a few months now. In recognition of their sterling work in helping to pack our coverdisks with great games, and as an expression of our undying gratitude, we promised to give them a gratuitous plug, so here goes...

If you want to tap into the Assassins' limitless PD back catalogue, then you can write to them at:

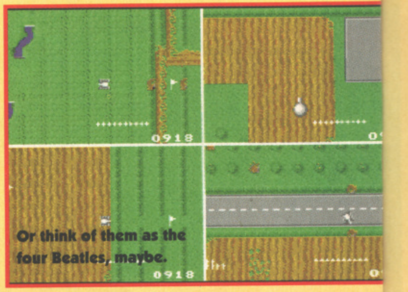
ASSASSIN PD
32 Ripley Ave,
North Shields,
Tyne and Wear

Anyway, back to *Tanks 'n' Stuff*, and the 'stuff' in the title presumably refers to boats, since these are the only two options in the game, so why it's not called 'Tanks 'n' Boats' is a bit of a mystery.

Shooting at your mates

Two players use joysticks, with the other one on keys (A, Z, X, C and Left Amiga to fire), and the idea is to fill up your base with all the little flags that are lying around. You can only carry a few at a time, though, but if you're cheeky enough, you can nip into another player's base and steal all of his.

Swearing, punching and shooting at your mates is, in this case, obligatory. Wearing yellow wellingtons and crying 'Extrusion!' is not, however.



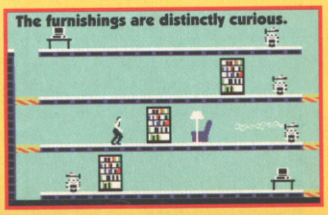
Or think of them as the four Beatles, maybe.

IMPOSSIBLE MISSION 2025

Authors: Microprose

Stay a while, stay forever

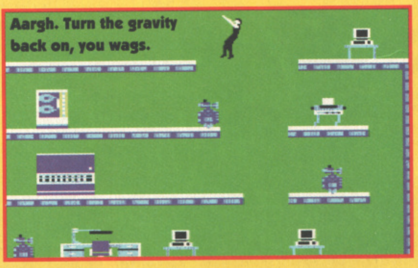
Only it isn't 2025 at all. No way, José. It's 1985 and we're all listening to Duran Duran and Men Without Hats. Most of the AP team are either doing their A-levels or at University, and *Impossible Mission*'s the hottest thing to hit home computing since *Manic Miner* on the Spectrum, with its robots and lifts and character so well animated it's almost like watching a film. And that synthesised speech – blimey, it's as if there's an actor in your Commodore 64, isn't it? Stay a while, stay forever, Alvin Atombender commanded us – and by and large we obeyed.



The furnishings are distinctly curious.

Play a while, play a bit later

If you read last ish, and actually understood the review, you'll have noticed that although *Impossible Mission 2025* got 75%, we rated the new version in the 60s and this old gem in the high 80s, and then sort of averaged out the results. So in a way, you're getting the absolutely best bits of the game (ie, the old bit) completely free. Not bad huh? Although there is the slight problem of this being a timed demo which conks out after a few minutes, so it's sort of a case of play a while, play a bit later.

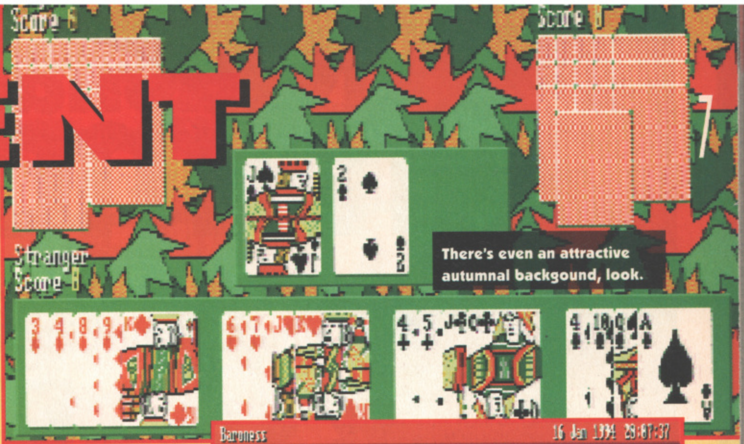


Aargh. Turn the gravity back on, you wags.

Very remote indeed

Each room handily fits onto a single screen, so there's none of that newfangled scrolling business, and although some rooms are fairly straighforward, others are puzzle-based and you need to work out which lifts to use and how to avoid the various robots. You've got to search each item in the room to find parts of a puzzle and then slot them all together. However, this being a timed demo, the chances of you managing this are very remote indeed, so just run around and try to get from one entrance to the other in the the fiendishly puzzly rooms. Have fun!

EXCELLENT CARDS



There's even an attractive autumnal backgound, look.

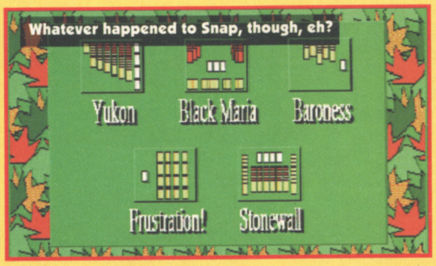
Authors: Tower Software

Fret ye not

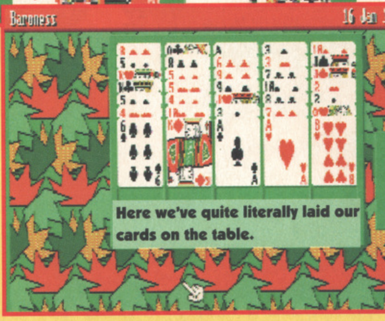
At last, that summer problem is solved. You know when it's really hot and you don't want to go out, even though you've spent all winter complaining about how cold and miserable it is? You know how there's nothing on telly until the Autumn, so you decide to play cards instead? And if you're nodding your head, then you'll also know that after spending ages laying all the cards out, the dog runs in, or a draught blows them all over, or you find out you've lost the three of diamonds. But fret ye not, pale-skinned sun shunners, for help is at hand from AP.

Introducing... card games that are completely wind, animal and loss proof. Now you can while away those blazing days inside, slinking out only later in the delightful cool of the evening, secure in the knowledge that even if you don't know the rules to games such as Stonewall, then the game will explain them to you at the touch of a button.

Hoorah! Basically.



Whatever happened to Snap, though, eh?



Here we've quite literally laid our cards on the table.

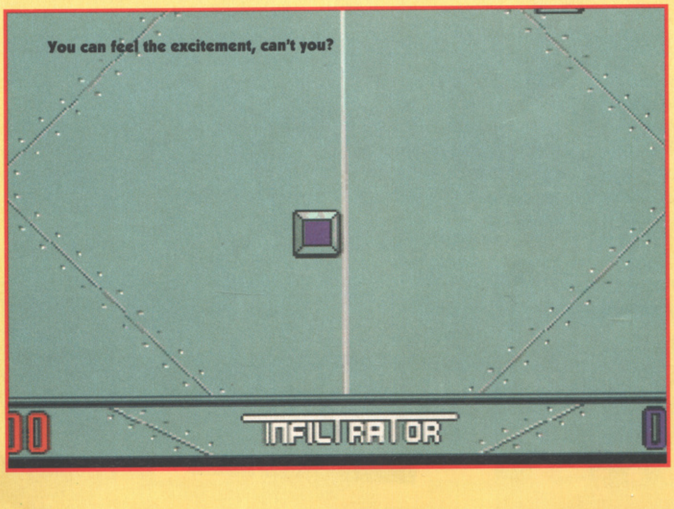
INFILTRATOR

Author: Marco Vigelius

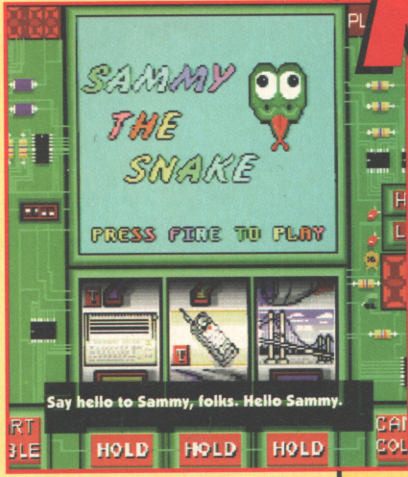
Get snagged, you lose

Channel Four's constant commitment to the odd and curious gave us a season of Khabaddi a few years ago. It's apparantly India's top sport, and is basically an elaborate form of tick where if you're grabbed in the opponent's half, you're out, but if you manage to reach their back line, you score points.

Enter the computer equivalent, with each player controlling a little block. There's a goal at each end and all you've got to do is duck and weave about until you can reach it. Obviously, if you get snagged, you lose the point, but there again, if you grab the opponent in your half, he's toast too. For such a bland-looking game, this one's a tip-top twosome treat, we reckon. Or something like that anyway.



You can feel the excitement, can't you?



Say hello to Sammy, folks. Hello Sammy.

BANDIT MANIA

Author: Mental Image

Chunka, chunka, chunka

Fruit machines, eh? You either love or hate their relentlessly plonky music, cheerfully naff flashing lights and relentlessly one track game play. Money, button, whirrr, money, button, chunka, chunka chunka and so on. To most people they're a harmful pub pastime, and yet to others they're as addictive as, well, something very addictive indeed – minstrels, maybe. If you fall into the latter category they are, of course, a constant drain on your 10p collection. That is... until now!

Sun-drenched mango

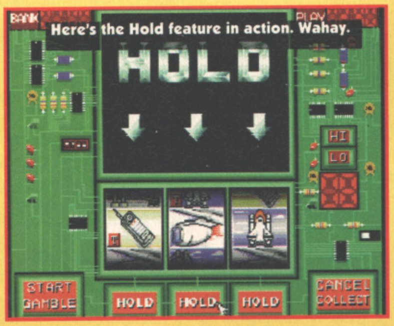
Mental Image have pretty much cornered the market of PD fruit machine games, and have worked on all manner of variations on the theme. Take this one for example, there isn't a fruit to be seen – not a grape, not a cantaloop melon, not a sun-drenched mango. Not even a blackcurrant.

That's because it's all set around technology, with the other machines in *Bandit Mania* being a bit more traditional. There's a review of the full game in the PD section on page 85, so check it out, why don't you?

You get about ten minutes worth of game before this demo blanks out, with each sub game counting as two minutes, regardless of how long you spend on it. So that the game'll fit on the disk, the *Space Invaders* game has been disabled, so if you feel the need to play that one, send off for further details of all Mental Image games to:

Mental Image
16 Mile End Ave
Hatfield, Doncaster
South Yorkshire
DN7 6AU

As for instructions, well, tcha. You just sort of point at bits of the machine with the mouse, and lights flash and things spin round. The rest is a mystery for you to try to unravel. Good luck.



Here's the Hold feature in action. Wahay.

National Games Championship

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Throughout August in all Future Zone games store

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1

First step to stardom is to get down to your nearest Future Zone games store right now and fill in an entry form. (There are 83 Future Zone stores nationwide, one in the high street of every major town, but if you're not sure where your nearest store is, phone 0891 332288. *)

2

50p

Pay your 50p entry fee, of which every single penny will be given to the charity BLISS – Baby Life Support Systems. (Besides which, all entrants will get a 10% discount from Future Zone if they spend more than £20 in-store on the day of entry!)

3

Play your first-round heat, trying to get the highest score you can on our two featured games – the amazing Virtua Racing on Sega Mega Drive, and the outstanding Pinball Dreams on Super Nintendo. (The heats start on the first of August and run for a whole month.)

4

Get one of the six top scores and you go on to a regional semi-final (there are four, covering Scotland, the North, South-East and South-West) at Future Zone's September Road Shows. Win, and you get a Philips CD-i player! (Runners-up all get a £50 Future Zone software voucher and a subscription to any Future magazine!)

5

The four regional champions will meet in front of a star-studded audience at the Future Entertainment Show in London on October 29th.

Finally, one winner will emerge from the Grand Final as champion, to win a multimedia PC set-up with five CD-ROMs of their choice, as well as the National Games Championship Trophy! (The three runners-up will each receive a new game every month for a year!)

* Calls cost 39p a minute at cheap rate, 49p a minute at other times. If you are under 18 seek permission before you call. Future Zone Stores, West Byfleet KT14 6ND.

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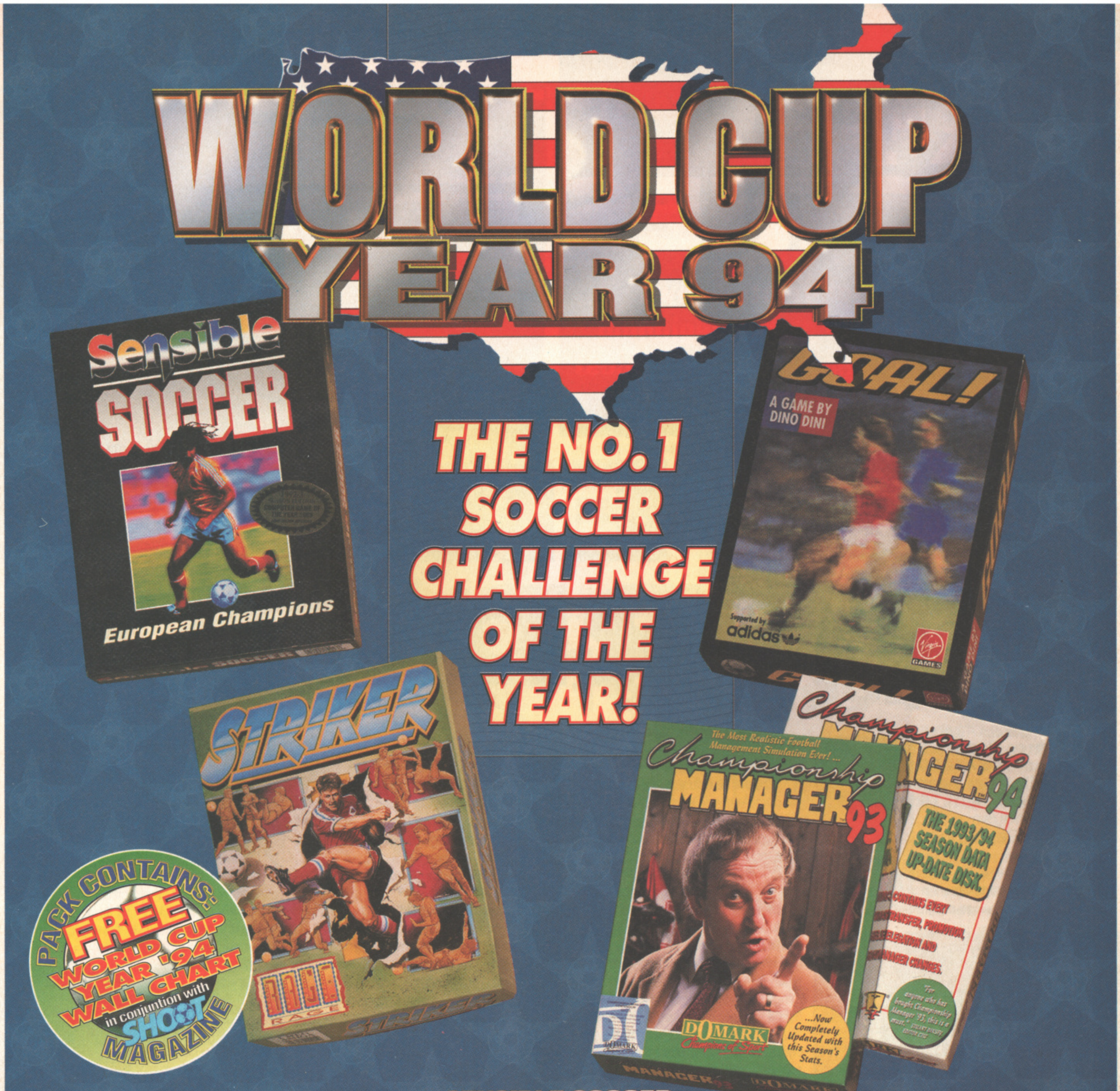
the games people play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SENSIBLE SOCCER

"Sensible Soccer was playing - who needs England when you've just got hold of the best PC football game of all time anyway!? - *PC Home*

"Definitely, without the merest inkling of a suggestion of a shadow of a doubt, the best football game ever" - *Amiga Power*

GOAL!

"Fast - Frantic and a good alternative to Sensible Soccer". - *PC Review*

"Goal is undoubtedly a superb game, you can never have too many good football games and Goal is certainly one of the best" - *The One*

STRIKER

"A great and very playable football game" - *PC Review*

"It's a stunning debut, and all Striker is missing is the half time oranges" - *CU Amiga*

CHAMPIONSHIP MANAGER 93/94

"The attention to detail is excellent and the number of features too numerous to mention..." - *Amiga Format*

"The most addictive management game available. It's still the best" - *PC Zone*

THIS INVINCIBLE COLLECTION OF FOUR NO.1 CHART TOPPERS CANNOT BE RIVALLED!

AVAILABLE FOR IBM PC & AMIGA

© Sensible Software © 1992 Renegade © 1993 Dino-Dini © 1993 Virgin Games
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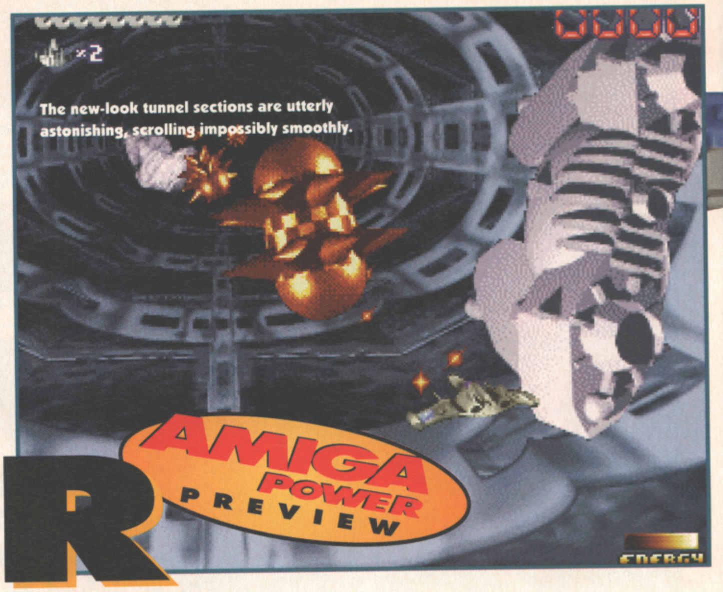
empire
SOFTWARE

TRUE STORIES

Monumental Amiga-related news from all across the globe, beginning with details of what's surely the most gorgeous-looking game ever...



The new-look tunnel sections are utterly astonishing, scrolling impossibly smoothly.

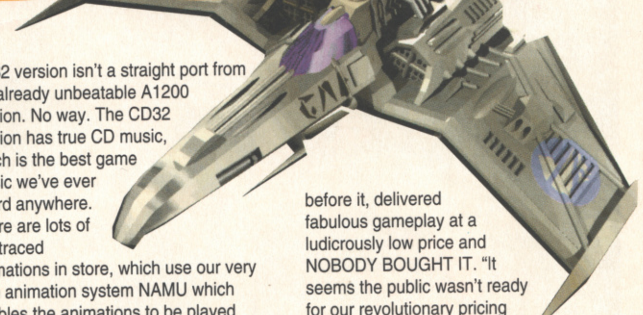
SUPER STARDUST

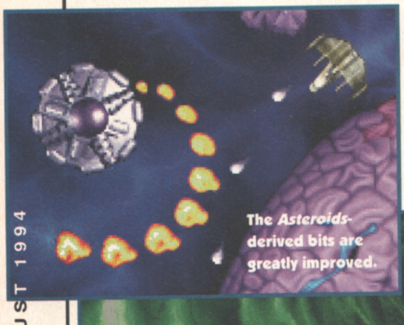
Game: Super Stardust
Runs on: A1200, CD32
Publisher: Team 17
Author: Harri Tikkanen of Bloodhouse
ETA: September

And now, over to the Rich Pelley-excitable Petteri Putkonen of Finland's famous Bloodhouse programming team for some truly inspiring news about *Super Stardust*.

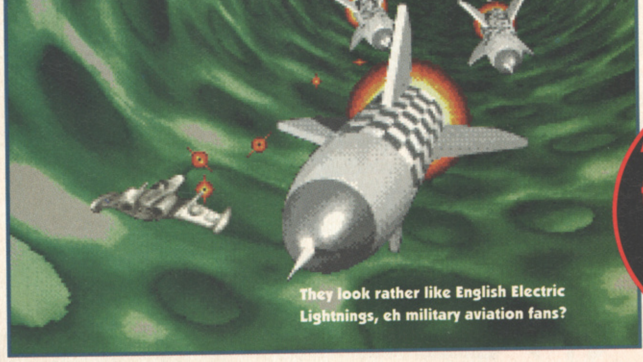
"*Super Stardust* and *Stardust* are two completely different games. It's like comparing *Daytona Racer* to *Pole Position.* Really! All of the graphics have been redone. They now come in 256 colours, with twice the animation of the original. Some of the bigger boulders and enemies now fill half the screen. And the tunnels? WOW! Wait until you see them! Now we have parallax scrolling, mid-bosses which you have to deal with when flying through and masses of things to avoid, all with no slowdown at all! Of course, all of the levels have been redone as well, not to mention the unforgettably funky eight-channel sound and 12-channel title track. AND the CD32 version isn't a straight port from the already unbeatable A1200 version. No way. The CD32 version has true CD music, which is the best game music we've ever heard anywhere. There are lots of ray-traced animations in store, which use our very own animation system NAMU which enables the animations to be played directly from the CD continuously. *Super Stardust* pushes the A1200 to its limits. I can't imagine how anyone could make it any better."

Phew, eh chums? We'd usually be inclined to take this sort of thing with with a pinch, as they say, of salt. But in this case, one thing forstalled our scepticism: they're very probably right. *Stardust,* as you will recall, was the tremendous *Asteroids*-inspired game that, like *D/Generation* before it, delivered fabulous gameplay at a ludicrously low price and NOBODY BOUGHT IT. "It seems the public wasn't ready for our revolutionary pricing policy. They thought it was





The *Asteroids*-derived bits are greatly improved.

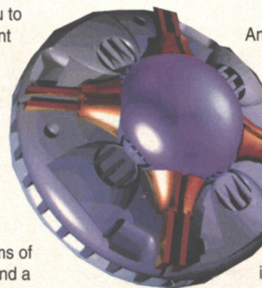


They look rather like English Electric Lightnings, eh military aviation fans?

"Apparently tramples all over the original"

Wait till you see the ast– er, boulders spin and wheel. Basically, they look real.

a budget game or something, I guess..." mourns Petteri with a particularly emotive crop of dots. You bloody fools. Didn't we tell you it was a great game? Didn't we command you to buy it in order to prevent the collapse of reasonably-priced software? But anyway. *Super Stardust* has been completely rewritten by the author of the first game and apparently tramples all over the original in terms of speed and spectacle and a word that means gameplay but begins with S. Petteri again:



"The father of the original *Stardust* is now breathing life into this completely new, 256 colour, five disk monster. EVERYTHING has been ENTIRELY redone. The main game backgrounds have been entirely re-rendered along with the main ship, all of the enemies have been completely redone, all of the end-of-level bosses have been redone... the tunnels are simply not the same any more with huge enemies flying about with multi-parallax scrolling backgrounds and tons of colours everywhere."

Blimey. Surely there's something critical we can say to retain our position as Britain's mightiest and callously hardest-to-please Amiga mag? Er, *Stardust* didn't have keyboard control, did it? And that was a Bad Thing, given its *Asteroids* inclination, and *("Cam" – Uncle Joe Stalin)* docked you marks for it.

"We actually had the keyboard control routine ready and running," came the retort, as fast as lightning, "but at the critical moment my dog ate it. Anyway, without going into too much detail, we got it back from him and it's now in *Super Stardust*, so I hope you're satisfied."

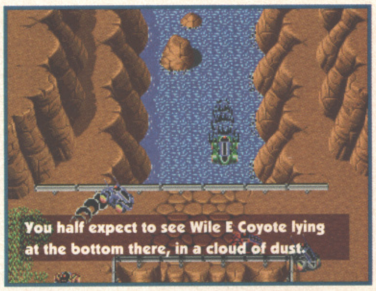
Damnation. And yet, at the same time, hurrah.

● ***JONATHAN NASH***

PLUS! NEXT MONTH...

Can it really be as good as it looks? Probably. But in any case, next month's AMIGA POWER (out Thursday 18th August) will carry the world's first review of *Super Stardust* – exclusive and everything. Three cheers for AP.

NO MOUNTAIN TOO HIGH



You half expect to see Wile E Coyote lying at the bottom there, in a cloud of dust.

Four-wheel drive 'recreational' vehicles are, as anyone with an ounce of sense will realise, completely stupid. They're slow, they're uncomfortable, they look crap, they use up far too much petrol and they'll kill anyone unfortunate enough to wander into their path. But they do make for some reasonably entertaining computer games, *Ivan 'Ironman' Stewart's Super Off Road Racing* and *Rocky Roll Racing* (out on the SNES, and rumoured to be arriving on the Amiga sometime soon) being obvious examples. So *All Terrain Racing* should be quite good, then. It's being written for Team 17 by Jamie Woodhouse, who did *Quak* and *Nitro*, with graphics by Danny Burke (*Body Blows*), and it's a two-player overhead-view scroller. There are six different types of rugged terrain to bump over, which is nice, and they include deserts, caverns, outer space and rocky places. And there are the obligatory upgrading-your-car facilities as well, if you collect power-ups. The game's due out "later this year", and will hopefully be a bit better than Team 17's last overhead-view racing game, *Overdrive* (AP31 46%), which is coming out on budget in August.

……

STUART CAMPBELL 1991-1994

We'll even miss his music. Although, actually...

We were considering giving away free packets of paper hankies with AMIGA POWER this month, such is the sense of tragedy hanging over us. You see, Stuart's left.

And yet, he hasn't. Allow us to explain.

Stuart is now Sensible Software's Product Development Director, which means he'll be spending most of his week in sleepy Saffron Walden overseeing the development of top new titles like *Cannon Fodder 2*, *Sensible World of Soccer* and *Sensible Gofl*. He decided that he was so fed up with shouting at programmers who failed to meet his exacting standards that he'd jolly well go and sort them out himself. As he dismantled his legendary Babe Wall and switched off his Macintosh for the last time, his final words to us were: "AMIGA POWER has always been the world's greatest Amiga games magazine. And now it's the biggest-selling one as well. My work here is done."

But Stuart's promised he'll still find time to write lots of reviews and things for AMIGA POWER, just like he's always done. He probably won't be reviewing games by Sensible Software, obviously. And other people's football games might be a bit iffy. But otherwise, it'll be business as usual.

In the meantime, raise your glasses to Cam, who, if you read the bit on the left of the Contents page, you'll see is our new Deputy Editor. Congrats, too, to Jonathan Nash – after writing several truly splendid reviews for us over the last few months, he's now our Reviews Editor. What excitement.

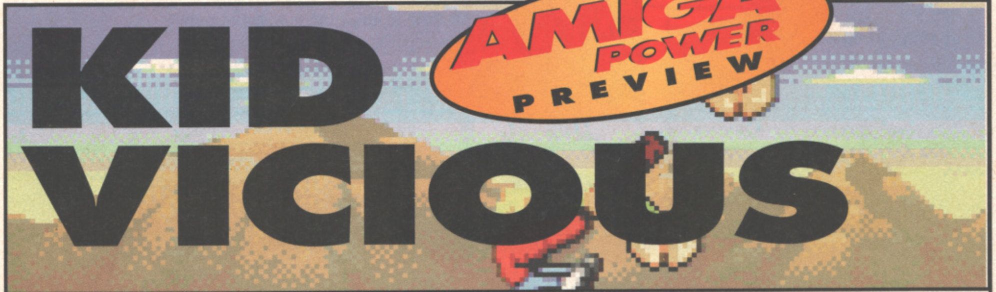
……

SEEDY READ ONLY

With Commodore UK still refusing to name a release date for their A1200 CD-ROM drive, news comes of a pretender to the throne. French company Archos, who are well known for their 'Overdrive' range of hard-drives, have developed their own CD drive and have made it available it to all hardware suppliers in the UK.

Both drives are expected to retail at around the £200 mark, but, unlike the Commodore drive, the Archos 1200 doesn't require that you install Kickstart 3.1, and emulates the CD32's Akiko chip in software, which may mean a slightly ;lower level of CD32 compatibility. However, Indi-Direct (who are badging the drive as a 'Zappo') maintain that they have only seen one CD32 game that would not work. "Most impressive of all," said Nigel Spires, head of R&D, "was that *Microcosm* just loaded straight up and ran without a hitch." Call Indi-Direct on 0543-419999.

It probably has CD-quality sound, too.



KID VICIOUS

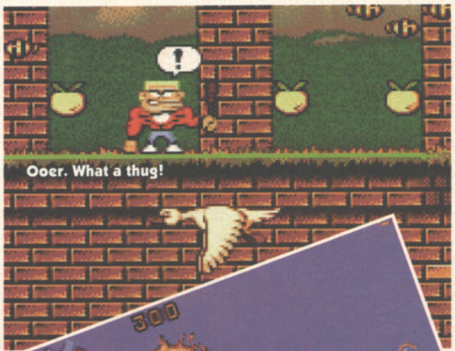
Boiling oil, a clip on the ear just weren't enough to stop Magnetic Fields' rampant trog.

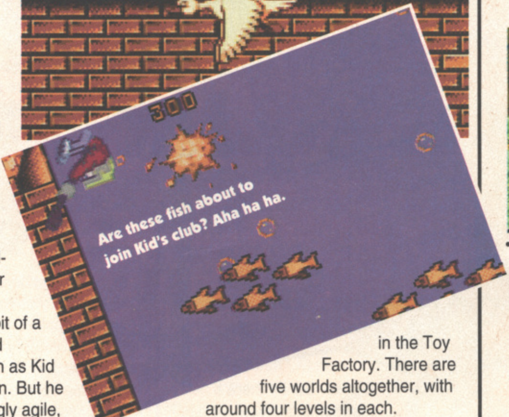
Game: Kid Vicious
Runs on: A500, A600, A1200
Publisher: Ocean
Authors: Magnetic Fields
Price: £TBA
Release: End of August

Sonic the Hedgehog seems to be something of a Holy Grail as far as Amiga programmers are concerned. "Truly, this game shall be the Amiga's equivalent of *Sonic!*" they cry with each new platform game they write. "Leave us alone," wail Amiga-owners everywhere. Fortunately, however, the forces of righteousness still prevail. So when Magnetic Fields turned up on Ocean's doorstep waving a game with a little blue hedgehog in it who zoomed through levels bouncing off baddies and collecting things, they were clipped around the ear and sent away. When they returned a fortnight later with the hedgehog's head replaced by a cat's ("He's called, er, Kit Vicious"), boiling oil poured from Ocean's parapets. It wasn't until the cat had become a young caveman, spookily brought forward in time and trying to escape back to the Stone Age, that Magnetic Fields were allowed across the threshold.

And it's a good job they persevered, because *Kid Vicious* actually looks all right. It is, undoubtedly, going to be suspiciously similar to Sega's ubiquitous platform game. But it'll do it by incorporating the best elements of *Sonic* – the slick scrolling, the colours, the bouncing-about-all-over-the-place – rather just 'being really fast'.

'He looks like a bit of a thug, doesn't he?' said Ocean's Nick Clarkson as Kid walked onto the screen. But he proved to be surprisingly agile, rebounding off curiously-familiar bumpers and hurling himself fearlessly into the air. (Kid, not Nick.) To complete each level he's got to smash up a certain number of objects with his club. They might be flowers in the Secret Garden world, or lightbulbs in the Toy Factory. There are five worlds altogether, with around four levels in each.

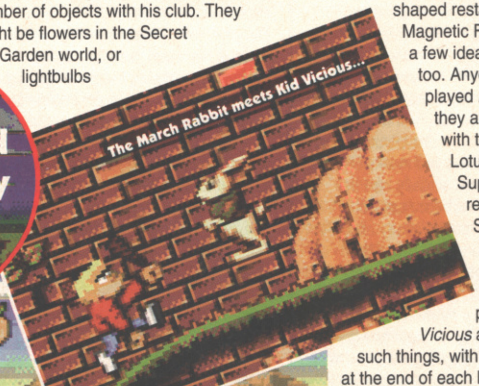

Ooer. What a thug!

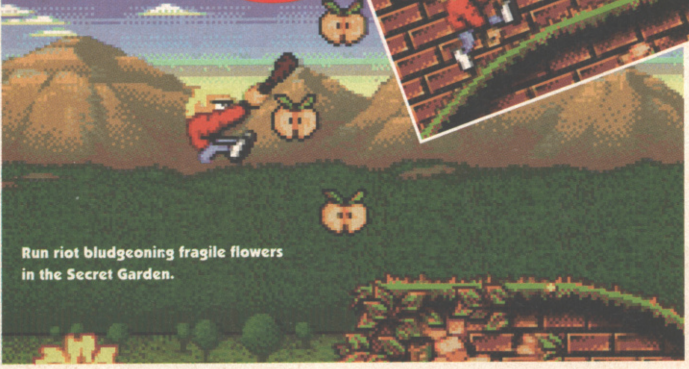


Are these fish about to join Kid's club? Aha ha ha.

Nick looked slightly embarrassed as we bounced across a line of TVs with rings in, and had to look away each time we ran through a lamppost-shaped restart point. But Magnetic Fields have had a few ideas of their own, too. Anyone who's played *Lotus II* (which they also wrote, along with the rest of the Lotus games and Supercars) will recall the Duck Shoot game you could play if you knew the secret password. *Kid Vicious* abounds with such things, with a bonus game at the end of each level *(Breakout, Asteroids* etc) which you have to win if you want a password. We were also delighted to find that one section of the Toy Factory has a room full of Space Invaders which you've got to bash into.

"He proved surprisingly agile"


The March Rabbit meets Kid Vicious...


Run riot bludgeoning fragile flowers in the Secret Garden.

Kid Vicious is going to have to waggle its legs frantically to keep its head above the tide of similar Amiga games, but we're still looking forward to reviewing it next month.

● *JONATHAN DAVIES*

RED DWARF!

NOW WE'VE GOT YOUR ATTENTION...

Games boasting 'oodles of wacky humour' are asking for trouble, and Adventuresoft's point-'n'-click adventure *Simon the Sorcerer* got it when we reviewed it in AP34 – the game not, in fact, being very funny at all. This seems unlikely to change when the CD32 version appears very shortly, although it should correct one of the original's other major flaws – a complete lack of justification for your being trapped in a magical land trying to rescue a wizard – with a lengthy animated intro. The other major addition is a revamped soundtrack, with dialogue provided by top celebrities Chris Barrie (Arnold Rimmer in Red Dwarf and Brittas in The Brittas Empire) and Roger Blake (various people's voices on Spitting Image).

Oh! No! Please don't gobble me up.
'Oodles of wacky humour'. Hmmm...

••••••••••••••••••••••••••••••••

DULL STATISTICS

In May, the Amiga pulled ahead of the Mega Drive to become the most popular games format in the UK, with a whopping 22.1% of sales by volume, against the Mega Drive's puny 21.0%. Mega Drive fans might retort that by value, the Mega Drive accounts for 28.2% of the market, with the Amiga trailing third behind the SNES on 14.0%, but that's just because Sega games are so expensive, and means nothing. Dennis Potter's wife was unavailable for comment.

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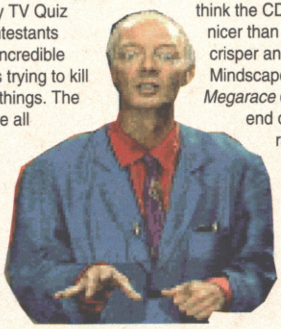
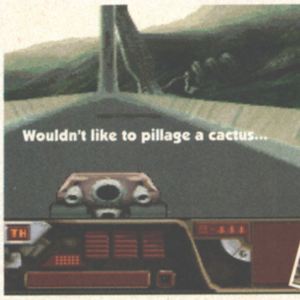
HMM

Further evidence of the continuing decline of Western culture arrived this month when a mouse mat comically shaped like a pair of bosoms was pushed through our letter box, heralding the arrival of a new range of accessories from The Mat Label. There are a total of ten designs in the range, including a pig-shaped mat, a frog, a racing car, a spilt mug of coffee and an apple with a maggot coming out of it, and they each cost £6.99. You can call The Mat Label on 0865 842224.

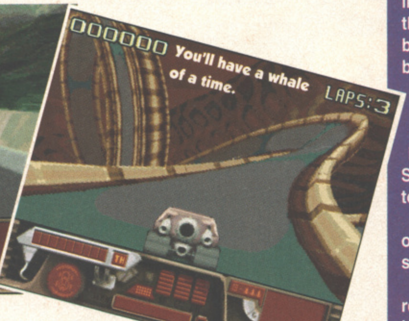
FRENCH DRIVERS

November will see perhaps the most potent demonstration yet of the CD32's terrifying power. Mindscape's *Megarace* is a futuristic driving game, revolving around a Virtual Reality TV Quiz Show, in which the contestants race along a series of incredible rollercoaster-like tracks trying to kill each other and collect things. The roads and scenery have all been pre-rendered on graphics workstations by Paris-based developers Cryo, and they look absolutely gorgeous, taking you through deserts, underwater cities, an asteroid belt, neo-Tokyo, a particle accelerator and even the inside of a whale's tummy, snaking and looping about with unerring smoothness. 'In fact, I think the CD32 version looks even nicer than the PC version – a bit crisper and more detailed,' grinned Mindscape's James Morris. *Megarace* came out on the PC at the end of last year to a largely rapturous welcome, with only a few dissenters suggesting it was all gloss and no gameplay. For a truly definitive opinion, we suggest you wait for AMIGA POWER's review in AP42.

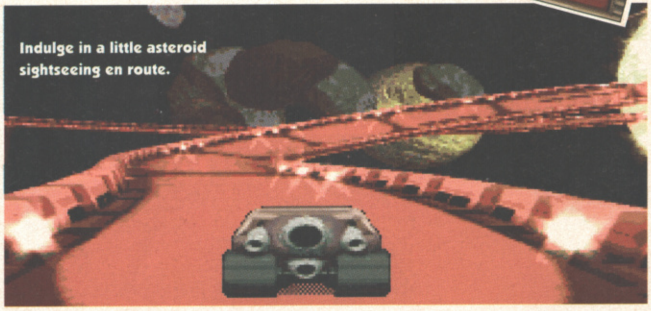




Wouldn't like to pillage a cactus...



You'll have a whale of a time.



Indulge in a little asteroid sightseeing en route.

Quake in terror prior to the unstoppable carnage of...

KANGAROO COURT

NO. 3 SLIP SLIDIN' AWAY

THE CRIME: Including in your game a so-called 'slippy-slidey ice world', where normal inertia is greatly exaggerated to provide a more 'realistic' simulation of a character walking on an icy or snow-covered surface.

THE CASE FOR THE PROSECUTION: Ooh! You platform game designers really are an inexhaustible fount of innovation, aren't you? We can see the scene now: it's late at night, brows are fevered, nerves are at breaking point. Heads in hands, the nation's leading developers rack their mighty brains for inspiration for their new platformer, *Cute Woodland Animal In Dungarees 4.* Slowly, tortuously, the game begins to take shape.

"Why don't we... hnngh... start off with... a... Forest World™?" suggests Programmer 1, boldly.

"You mad impetuous fool", retorts Programmer 2. "But there's just one way it could work – we could follow it up with... er, er... an Underground Cave™ level! Yes!"

"It WOULD have a Runaway Mine-Cart™ section, wouldn't it?" pipes up a nervous-sounding Programmer 3.

"Well, of course," soothes Programmer 2. "Naturally, the mine-cart ride would lead to a Sandy Desert™ level, and then... er... and then..." His voice trails off into a long pause.

"I've got it!" yells Programmer 1, after three hours. "A Mountain World™, with snow and cute little penguins and a Giant Evil Polar Bear™ for a boss!" Triumph reigns for the briefest of moments, before the quiet, almost apologetic voice of Programmer 3 is heard again.

"But hang on. Aren't The Kids™ going to be a bit bored of all this tedious, repetitive, hackneyed, witless old toss by the time they get to the fourth level?"

"Damn! You're right, Programmer 3," answers Programmer 2. "If only there was something we could... – wait! I've got it! Why don't we make the Mountain World™ really slippy, so that playing it is just as incredibly difficult, frustrating and stupid as trying to run up the side of a REAL mountain in cute rainbow-coloured shorts and Zany Cool Sneakers™? After all, what people really want from a cute platform game is a precise and accurate simulation of real life, isn't it?"

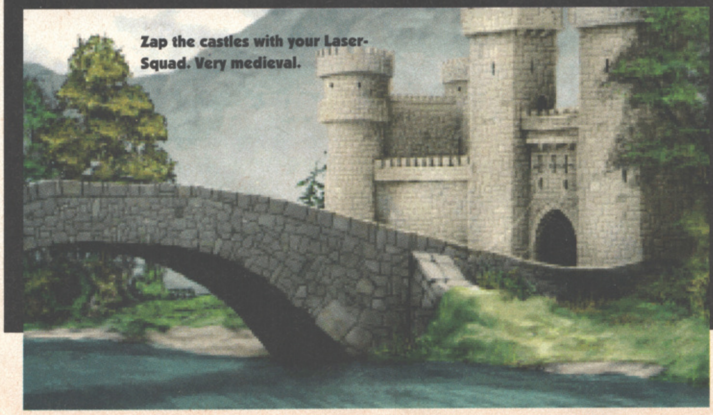
"Blimey, you guys really are the tops", gasps Awed YTS Programming Trainee 1. "Maybe one day, far off in the future, I too could be writing amazing games just like that."

"You know, I think that just maybe you will", sighs Depressed Games Player 427, killing himself.

THE PENALTY:

1st offence: 5-10% off
2nd offence: 8-22% off
3rd offence: Underwater spear-gun execution by scuba-diving firing squad using rusty harpoons.

KNIGHTLY PLEASURE



Zap the castles with your Laser-Squad. Very medieval.

In days of yore, England's goodly folk would prove their valour with something called *Defender of the Crown.* A game of duelling, jousting and treasure-gathering, its colourful graphics were just the boost fledgling 16-bit computers like the Amiga needed, although a couple of hours' play subsequently proved it to be a bit crap. But soft, stay your hand, there's a new challenger for the throne appearing on the scene. Or, at least, there will be on 21 November when Team 17's *King of Thieves* comes out.

Like *Defender of the Crown*, it's a trying-to-become-the-king-of-medieval-England game, organised a bit like Risk with arcadey sub-games. The latter consists of an *Operation Wolf*-style game where you shoot at ships, trying to disable rather than sink them so you can plunder all their treasure, and a nifty sounding *Laser Squad*-type section, where your soldiers swarm around castles capturing them. "It should be really good," commented Team 17's Alan Bunker.

"UNDER NEW MANAGEMENT" VISA IS NOT CHARGED UNTIL DAY OF DESPATCH

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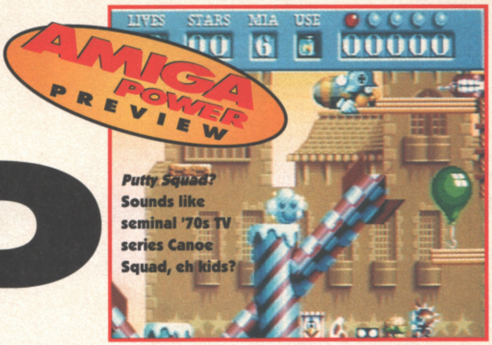
PUTTY SQUAD



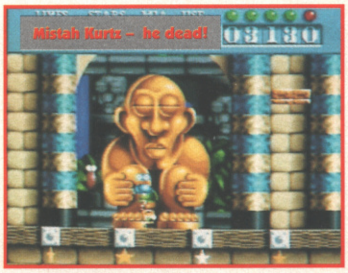
Putty Squad? Sounds like seminal '70s TV series Canoe Squad, eh kids?

Game: Putty Squad
Runs on: A500, A600, A1200, CD32
Publisher: System 3
Authors: In-house
Price: TBA
ETA: September/October

Of course, *Putty* was probably one of the first platform games to feature an amorphous blob with big eyes as a central character, so that's not quite so bad. It's the feeble-minded sheep who've been producing them ever since who're the real villains. Also, it didn't get a one-syllable, onomatopoeic name (like Plop, or Gob, or something tedious like that). So we were quite happy to award it 90% in AP18, particularly in view of Uncle Ted and his Hammond Organ. But it was a bit short, wasn't it? And, in all truth, it wasn't the most captivating game to play, despite its many charms.

Tim Best, Senior Producer at System 3, seems to agree. "Yes," he said. "Which is why *Putty Squad* is going to have over sixty huge levels, against Putty's seven tiny ones."

Scary stuff indeed.



Mistah Kurtz – he dead!

Gosh. But hang on – *Putty Squad*?

"That's right. It's kind of a sequel, and is better than the original in every way. Putty himself, for example, can use loads more power-ups. And the baddies are much more interactive – they sometimes come chasing after you, rather than just walking mindlessly backwards and forwards."

The plot, it transpires, is vaguely Apocalypse Now-influenced, only instead of Major Kurtz out there in the jungle, it's Commander Napalm the Cat who's gone mad and set himself up as a god. Putty and his unwilling comrade Dweezil the Ginger Cat have been parachuted in to sort things out.

The baddies are a curious mixture, with surreal ones like frogs and carrots, and then a range of rogue UN Troops who throw grenades and things at you, and whose helmets fly off when you kill them. The object is simply to rescue all the Putty MIAs on each level, but to do that you'll have to invoke Putty's special shape-changing powers, and also enlist the help of Dweezil, who you can lure into position with tins of catfood and then – cruelly – knock him over and use his tummy as a trampoline. Interactive indeed.

Putty Squad seems to be quite a bit slicker than the original game, with more fluid animation and better control-responses. ("It's more 'putty-like', in fact," observed Tim wryly.) And it's been developed with the A1200 and CD32 very much in mind, with tonnes of colour and parallax scrolling, and – yes! – an animated introduction on the CD version. You'll have spotted from the 'Runs on' bit above that an A500 version is planned, though – it'll follow on a couple of months after the others, and will have less colour and special effects, but the intention is to get it playing the same.

Putty Squad looks absolutely great so far. We've been promised a finished copy for the next issue, so we'll hopefully be able to tell you for sure then.

● ***JONATHAN DAVIES***

GRAVITY FOR ALL

Here's a thing. You know *Gravity Force 2*, the PD game on the coverdisk of AP39 that we've been touting as the best two-player game of all time? Well, it seems that even though we said it doesn't, it actually does work on Workbench 1.3 Amigas. Danny Gough from Cheam reckons that if you load up Workbench, open a shell and type:

```
copy c:assign "AP 39.2:c"
```

and then load the disk as normal, the game will run. Sounds good to us, whatever it means, but if it means that more people will be able to play this stunning blaster, then that's good enough for us.

SHIELD
FUEL

A cagey start...

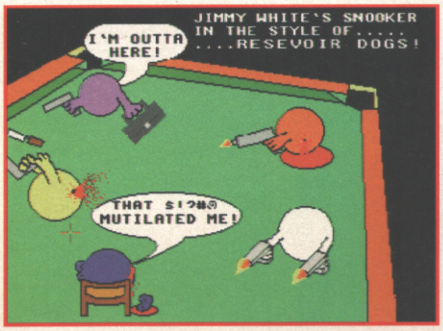
NEW KID ON THE BLOCK

There's a new face in AMIGA POWER this month – James Attwood. At 15, James is slightly younger than most of the AP team, but he's on work experience from school so that's okay. Our new employee lives in Clevedon, which is 'near Bristol'. In his spare time, James likes nothing more than to play on his brand new A1200. His brief stay here sees James reviewing the brand new puzzler *Clockwiser*, amongst other things. (And writing this bit).

When asked to comment on his stay here, James said: "I feel humbled and lowly to be sitting amongst such worldwide megastars."

IN THE STYLE OF...

Jared Holdcroft from Darlington knows just how we think. He knows we like movies more than anything in the whole wide world *(Apart from Amiga games, natch. – Ed)*, that a good idea's better than flashy art work, and that we love Reservoir Dogs. That's why this month's effort scored a massive 9/10, due to Mr Orange's obvious stomach wound and Marvin's 'ear' lying on the felt. Tragically, we then had to reduce it to 4/10 because he'd spelt 'Reservoir' wrong. Never mind, Jared, that's still £80 of software. Remember: DPaint-readable disks with your name and address written on them could win you software prizes, providing you post them off. Where to? Why to us, at In The Style Of, AMIGA POWER, 30 Monmouth Street, Bath, BA1 2BW, of course.


JIMMY WHITE'S SNOOKER
IN THE STYLE OF.....
....RESEVOIR DOGS!
I'M OUTTA HERE!
THAT $!?#@ MUTILATED ME!

AMIGA POWER PREVIEW

DAWN PATROL

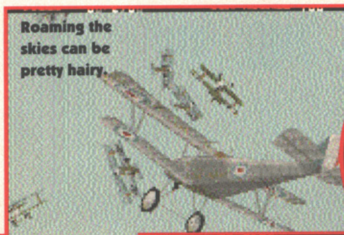
Chocks away, chaps! Indulge in some WW1 aerial high jinks with Blue Leader and the Red Baron.

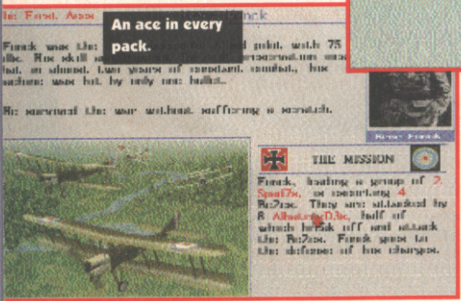
Game: Dawn Patrol – The First Air War
Runs on: A500, A600, A1200
Publisher: Empire
Authors: Rowan Software
ETA: Autumn

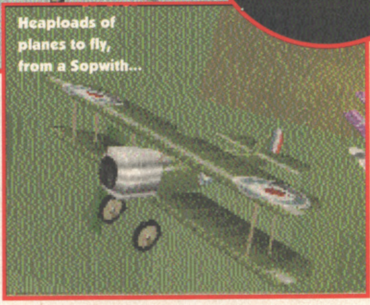
Microprose have for a long time now been masters of the flight sim, but now there's a game looming that could well kick their butts and claim the title of best WW1 flight sim of all time. It's been hanging around using the alias of *Flying Circus* since last Christmas, only recently starting to use its real name, *Dawn Patrol. Knights of the Sky*, you have been warned.

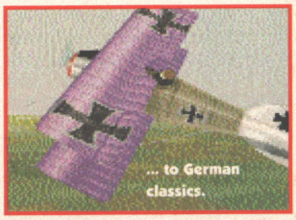
Last month we talked to Rod Hyde and the Rowan team about Virgin's up and coming D-Day flight sim *Overlord*. This month they're back to rabbit on about *Dawn Patrol* from Empire, and in the mean time, I've been flying the unfriendly skies above Normandy in the PC version of *Overlord*. What looked like a pretty good flight sim a month ago has now shot up the list of important releases to become my most eagerly awaited Amiga game.

Now, all this praise about a Virgin game's probably going to upset Empire, and all this talk about PCs is bound to leave a load of Amiga owners miffed, but the point is that rather than looking at a few screenshots or listening to programmers say how great their game is, I've now actually seen their work in action, and I'm impressed.

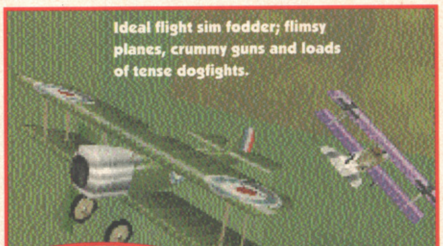

Roaming the skies can be pretty hairy.

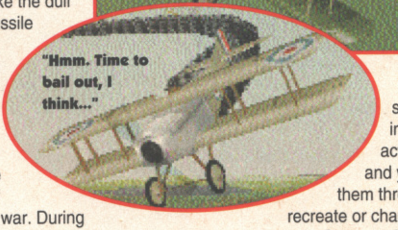

An ace in every pack.


Heaploads of planes to fly, from a Sopwith...


... to German classics.

"A collection of stories from the war."


Ideal flight sim fodder; flimsy planes, crummy guns and loads of tense dogfights.


"Hmm. Time to bail out, I think..."

The Great War of 1914-1918 was, of course, the ideal flight sim air war, with slow moving, low powered, flimsy planes blasting away at each other with crummy machine guns, and producing close-up dogfights requiring loads of skill. Not at all like the dull 'lock and fire' missile airwars of jet sims. Rod laid out the basic ideas behind *Dawn Patrol* to me.

"The game is a collection of stories from the war. During the first few years, air superiority was gained and lost by both sides as machines and tactics developed. Generally, when I start to think about a game design, I pick out two or three themes from my research, but for *Dawn Patrol*, there were so many interesting and diverse stories that we decided to produce a multimedia interactive history book."

"Each story relates to an incident that actually occurred, and you can play them through to try to recreate or change history. We have French, German, American and English pilots in the game and in most instances you can fly on either side, playing Aces such as Albert Ball, Oswald Boelcke and 'Mad' Mick Mannock."

As you can see from the screen shots, you can get in a right old tangle with up to 16 planes whizzing around at any one time. But before you get over excited, remember these are PC shots, and the Amiga version, although similar, will only have 32 colours and less in the way of texture mapping. There's also no serial link option planned, simply because Rod thinks that with all the 3D calculations going on, the processor would have difficulty keeping up with a head to head game.

There are, however, heaploads of planes to fly, from the odd-looking DH2 to the fairly cool Sopwith Pup and Camel on the Allied side, and German classics such as the Fokker Triplane and Albatross D3. Featured in the game but not actually flyable are lumbering bombers such as the giant Gotha 4, providing big targets and much merriment for all.

Rowan are keen to make games that are both accurate and playable, so as well as a long list of programmers for landscape, user interface and animation, there's also Jim Taylor working out the artificial intelligence.

"Jim's included realistic features such as balloon logic," said Rod. "Enemy spotters in balloons will sight your planes and then vector in fighter interceptors, but if you get too close, the balloon will be winched down to stop it becoming a target. Not only do we find research to come up with such detail interesting, but there's a definite satisfaction in achieving more realistic AI." Add to that missions to blast up truck convoys, balloon busting and various ground attack missions, and we're looking at some serious turn-of-the-century aerial high-jinks to come.

● ***CAM WINSTANLEY***

PSYGNOSIS CUT THEIR OWN THROATS

Evidently overcome by the sun's powerful rays, Psygnosis have launched a 'Summer Storm' promotion in which they'll be selling off lots of their older titles at greatly reduced prices. And they're all really good: *Walker* (AP24 85%), *Bob's Bad Day* (AP32 85%), *Combat Air Patrol* (AP23 88%), *Wiz 'n' Liz* (AP31 78%) and *Globdule* (AP33 82%). Er, apart from *Prime Mover* (AP32 22%). They each cost £12.99, and the offer lasts from now "until about the end of August", according to Glen at Psygnosis.

Play all those faves of yours at crazy prices!

0000550
09
23

Pass us the NATO sick bag...

AMIGA POWER
GALLUP TOP 30

★★★★★ Exceptional ★★★★★ Nearly there ★★★★ Very good ★★★ Has its moments ★★ Flawed ★ Dire

1	(NE)	**INTERNATIONAL SENSIBLE SOCCER**	Renegade/Mindscape	£19.99	★★★★★
2	(1)	**ARCADE POOL**	Team 17	£9.99	★★★★★
3	(NE)	**TACTICAL MANAGER**	Black Legend	£25.99	★★
4	(3)	**CANNON FODDER**	Virgin	£29.99	★★★★★
5	(NE)	**K240**	Gremlin	£29.99	★★★★★
6	(8)	**PREMIER MANAGER 2**	Gremlin	£25.99	★★★★
7	(5)	**FRONTIER: ELITE 2**	Gametek	£29.99	★★★
8	(2)	**MAN UTD PREM LEAGUE CHAMPIONS**	Krisalis	£29.99	★★★
9	(NE)	**KICK OFF 3**	Anco	£29.99	★★
10	(4)	**BENEATH A STEEL SKY**	Virgin	£34.99	★★★★
11	(NE)	**SIERRA SOCCER**	Sierra	£24.99	★★★
12	(NE)	**WORLD CUP YEAR 94**	Empire	£29.99	★★★★
13	(9)	**THE SETTLERS**	Blue Byte	£34.99	★★★★★
14	(NE)	**ELFMANIA**	Renegade/Mindscape	£25.99	★★★
15	(10)	**SIM CITY CLASSIC**	Hit Squad	£14.99	★★★★★
16	(NE)	**BATTLE OF BRITAIN**	Kixx	£14.99	★★★
17	(NE)	**CORKERS COMPILATION**	Corkers	£14.99	★★★
18	(7)	**SKIDMARKS**	Acid Software	£25.99	★★★★
19	(NE)	**EMPIRE SOCCER**	Empire	£29.99	★★★★★
20	(15)	**LIBERATION**	Mindscape	£29.99	★★★★★
21	(18)	**EYE OF THE BEHOLDER**	Kixx	£16.99	★★★★
22	(13)	**SENSIBLE SOCCER 92/93**	Renegade/Mindscape	£25.99	★★★★★
23	(12)	**MONKEY ISLAND**	Kixx	£16.99	★★★★
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25	(47)	**GRAHAM GOOCH WORLD CLASS CRICKET**	Audiogenic	£29.99	★★★★
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27	(NE)	**DENNIS**	Ocean	£25.99	★
28	(NE)	**ROAD RASH**	Hit Squad	£12.99	★★★★
29	(6)	**JIMMY WHITE'S SNOOKER**	Hit Squad	£14.99	★★★★
30	(16)	**CADAVER**	Kixx	£14.99	★★★

We figure you must have some idea how the charts work by now, so briefly: they're © ELSPA, they mix budgets and full-pricers together, games are rated in stars, and that's all you really need to know. Ever.

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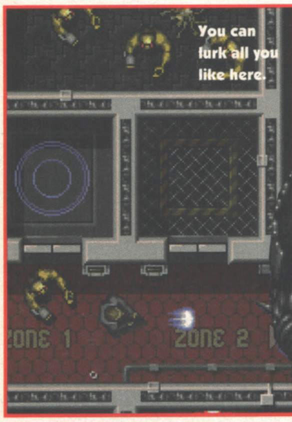
ALIEN BREED II – TOWER ASSAULT

MORE damp strips of bio-matter from Team 17. Yum.

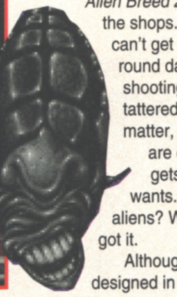
AMIGA POWER PREVIEW

Alien splattering power.

Game: Alien Breed II – Tower Assault
Runs on: A500, A600, A1200, CD32
Publisher: Team 17
Author: Stefan Boberg (graphics), Tony Turunen (graphics)
Price: £9.99 on floppy, £29.99 on CD32
ETA: Autumn



You can lurk all you like here.



Team 17 sure know when they're onto a good thing, and so far have managed to capitalise on their strengths. *Alien Breed Special Edition* (AP21, 83%) was just a tidied up version of *Alien Breed*, but it caught the imagination of the games playing public and stayed in the top 20 for the best part of a year, even after *Alien Breed 2* (AP32, 81%) had hit the shops. It seems that you just can't get enough of creeping round darkened alien bases shooting hulking aliens into tattered damp strips of bio-matter, and when Team 17 are on the case, the public gets what the public wants. More levels? More aliens? With *Tower Assault* you got it.

Although the levels are being designed in darkest Wakefield, ancestoral home of Team 17, the actual programming's being done by Stefan Boberg who's a very nice man who lives in Sweden. My Swedish stretches only to Abba lyrics, Voulez Vous and all that (joke), so I was most happy to find that Stefan speaks English even better than me. It also seems that he's pally with the coder of past Team 17 triumphs such as *Project X* and *Superfrog*, and now that he's out of full-time education, he's turned to full-time programming. Tony Turunen (another Swede) is working on the graphics for the new levels, the aliens and mid-level animations, whereas true Brit Alistair Brimbell is supplying all the music.

The Amiga version of *Tower Assault* will feature between 40 and 60 completely new levels, which will all presumably take the familiar and popular form of shoot, wander around, shoot, die. There are at least three new aliens, and the whole thing will be at the staggeringly sensible budget price of around a tenner.

The CD32 version, though, is a different kettle of face huggers. 3D animations at the front, middle and end will make it look rather swish, but that's just the start of it. Team 17 never released *Alien Breed 2* on CD32, so for £30 you're going to be able to get both *Alien Breed 2* AND *Tower Assault* on one disk. Also, the original game was plagued by one of the most pointlessly difficult and all round rancid first levels a game has ever seen, which they've now dropped. When you look at this sort of commitment to the CD32 (over 100 levels for £30!), it makes some other companies' efforts, most notably Psygnosis with their full-price Lemmings CD32 release, look rather lame. Top marks and a gold star to Team 17 on this idea.

● ***CAM WINSTANLEY***

STALKERS (OR SOMETHING)

Apache are working very hard on a *Gauntlet*-based game with a difference. "What's it called then?" we asked, inducing a state of team panic. "Errm, we've not really decided yet," they flustered. *"Stalkers* or something..."

Having forced them to name their game (still a good six months off), it seemed only fair to look at the cute, manga-esque graphics of the four heroes, with the unlikely names of Tammy, Bret, Luke and Merv. Unlike in *Gauntlet*, you can only see areas of the map you've explored, so like *Dune 2*, the screen's black until you explore everything. This is just one of many things that make the game unlike *Gauntlet*, as Apache are keen to point out.

For reasons far too technical to go into here (or for us to understand) you can flood the screen with baddies without slowing down the action one iota. But the biggest difference is that there aren't any set levels, everything is generated randomly.

This is harder than it sounds, as every section of the level has to be accessible, all rooms have to have doors and the corridors have to be laid out in a believable manner. Six months of hard graft went into creating the level designer, so Apache are keen to use it often.

Using a number between one and 45, you can limit the parameters of your maze from two rooms and a connecting corridor to hundreds of rooms, dead-end corridors and fiendish mazeliness, and using a simple 16-digit code, you can call up any level you can remember. And if that's not clever, we don't know what is.

FURTHER READING...

AMIGA FORMAT
August issue on sale Thursday, 28th July, £3.95
"The next splendid issue of Amiga Format carries an in-depth feature on the advent of interactive TV – and the Amiga's role in what could be the next massive media market. Before long you'll be able to download games, movies, information, order shopping and book your holidays, all via your TV and without leaving the comfort of your comfy chair.

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"Oh, and we've got loads of top stuff, like Detroit and Octamed on disk, plus world exclusives on the Indie Direct's new CD-ROM drive and Paravision's Microbotix SX-1, which turns your CD32 into an A1200 with CD drive. Outstanding..."
Steve Jarratt
Editor, Amiga Format

AMIGA SHOPPER
August issue on sale now, £2.50
"This month's Amiga Shopper has a big feature on the subject that's on every computer person's lips: the Internet, the Information Highway. We tackle those nasty questions like: What is it? Where is it? and can you get any information on Irritable Bowel Syndrome available on it? Find out in the August issue of Amiga Shopper.

"Plus: we also have 10 pages of Amiga Answers, where we solve your technical heartaches and our regular tutorials on C programming, Video, AmigaDos and AMOS. If you're serious about your Amiga, we'll show you what you need to know." Richard Baguley
Editor, Amiga Shopper.

AMIGA FORMAT
INFORMATION EXPLOSION!
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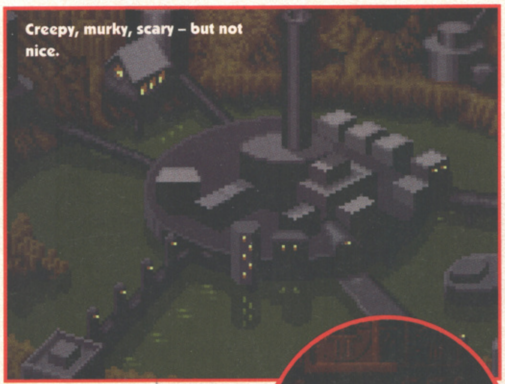
Internet
Explore a whole new world of information through your Amiga

DEATH MASQUE

AMIGA POWER PREVIEW

A new game from the people in Sleaford, and gallons of blood.

Game: Death Masque
Runs on: A500, A600, A1200
Publisher: Apache Software
Authors: Patricia Sorrell, Michael Ryan, Lloyd Murphy, Mark Page
ETA: October



Creepy, murky, scary – but not nice.

> "Casual jackets and ties"

What is it about programmers and tiny, teensy weeny towns in the middle of nowhere? Sensible are snuggled away in Saffron Walden (a speck on the map near Cambridge) and Apache are based in a town (Village? Hamlet?) called Sleaford, which is somewhere in sunny Lincolnshire, and a very, very long way away from Bath.

After hours on the road, I eventually tracked down Apache's first floor office (just above a reupholstery firm) and had a cup of tea thrust into my dehydrated hand. Strong, no sugar and semi skimmed milk – nice. The first game to see the light of day with the Apache name on it was *Super Methane Brothers* (AP39, 72%) but they've been keeping themselves busy before that by working on various game conversions to and from consoles, and did the CD32 version of *Sensi*.

Anyway, I'd come up to see *Death Masque*, which they're all very proud of and reckon should be hitting the streets not long after you've read this. What's it going to be like? Well, regular readers will have played *Trick Or Treat* on last month's coverdisk, and that's what *Death Masque*'s all about. Coder Mark Page put it like this:

"You play the part of one of three characters, Ralf, George or, um, Michael. It's a split screen, two player game with your view in a first-person perspective, and the idea's simply to run around the screen and shoot everything you see. The levels are all packed with monsters and things, so you can choose either to team up with the other player and take them all out, or to stalk each other around and try and waste each other."

Ah, so it's sort of split screen *Doom* then? I asked, referring to the blood-washed, scarily realistic PC game that everyone (most notably PC owners) are raving about. The Apache team were a bit loathe to admit the similarity, but Patricia admitted there's no getting away from it:

"Most games of this type on the Amiga have either been very slow or used tiny windows to boost the speed up. We've compromised the screen size a little, but in return, we can run the game so fast it's unplayable, and consequently we've had to slow it down. On the A500 version, there'll just be skylights and pools of light on the ceilings and floors, but due to their faster running speed, the CD32 and A1200 will be able to manage full floor and ceiling graphics."

The game definitely runs quickly, and since the controls are just for moving and shooting, you can instantly get into killing things. As in *Doom* (tch, that comparison again), your view fades off into darkness, so you only really know about trouble when it looms out of the murk clutching a machine gun. And when baddies do turn up, they all seem to be dressed very neatly in casual jackets and ties. I thought this was kind of strange, but Lloyd (the graphics man) explained it all away.

"We started with drawn graphics, but they just didn't work with the gloomy, realistic look of the levels, so in the end we digitised our friends from various angles using a video camera and replaced their heads with plasticine monster heads that we made."

So now you know. The finished game's going to have about 50 levels, with scenery ranging from crate-filled warehouses and caves to a Mars colony and the inevitable HR Geiger-influenced world. The idea's to put out data disks with extra levels so that the game will just run and run, and Apache are actually taking time out to make use of all the extra buttons for the CD32 version, so hurrah for them. They've even considered that age-old problem of sneaking a peek at your opponent's side of the screen to see what he's up to – Apache plan to package the game with a groovy cardboard divider to hide your side of the screen from prying eyes.

● ***CAM WINSTANLEY***

DEFEND THE HONOUR OF AMIGA POWER

Read this month's joystick feature, choose your weapon, and practise well, because this autumn will see the most arduous test of your gamesplaying skills yet. Yes, it's National Games Championship time again, and this year the official Finest Gamesplayer In Britain will walk home with the ultimate games machine (apart from the Amiga) – a high-spec PC with a CD-ROM drive and some CDs. The runner up gets a new game every month for a year.

So how do you enter? You'll first need to tackle the heats, which are being staged at Future Zone shops all around the country from 1st August. (Future Zone are sponsoring the Championship – you can locate your nearest store by phoning 0891 332288*.) There'll be two playing sessions each day, from 10.00am-12 noon and from 2.00pm-4.00pm, along with a 50p entry fee, all of which will go to the charity BLISS (Baby Life Support Systems). There will then be four regional semi-finals, comprising the six best players from each region, the winners of which will each get a Philips CDi system, with £50 Future Zone vouchers for the runners up. The four semi-finalists will then battle it out at the Grand Finale, to be held at the Future Entertainment Show at Earls Court on 29th October.

The catch? To stand a chance at the heats you'll need to be good at *Virtua Racing* on the Mega Drive and *Super Metroid* on the SNES. Go on, though – show those rascally console owners what true gamesplaying is all about. Uphold the AMIGA POWER readership's tradition of excellence. And win!

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*Calls cost 39p a minute cheap rate, 49p a minute at other times. If you're under 18 seek permission before you call.

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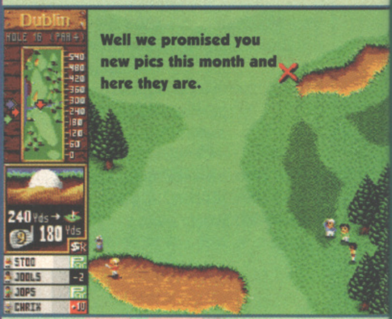
DIARY OF A GAME

SENSIBLE GOLF

BY SENSIBLE SOFTWARE PART 3 – JUNE 1994



Well we promised you new pics this month and here they are.

Do you remember? The geezer who wrote the *Cannon Fodder* Diaries in pages not too dissimilar to these around the back end of last year? That's right – Jools, Sensible Software's unappreciated programmer, designer publicist, alleged psychotic, anchor man, ankh-wearer, clam diving expert. Well, he's dead. So now, instead, Diary Of A Game comes to you from a Count with no tongue. His name is Vlad The Impaler and he smells of garlic bread. Which just goes to show, it's not easy being a programmer. Or a golfer, for that matter. Anyway, over to you, Vlad.

"You know, after a hard day impaling peasants, there's nothing I enjoy more than a game of golf – as they say, all work and no play makes Vlad a dull Impaler.

Actually, that's a lie. I really hate golf. I mean, what's the point of whacking a little white ball with your impaling stick, then traipsing miles after it and whacking it again, by which time you're stuck in the middle of a torrential storm and some nob's run over your foot with an electric shopping trolley?

BARMY

Frankly, I'd much rather do the whole thing on a computer, even if that way you don't get the satisfaction of watching small, overprivileged middle class gits being struck by lightning on the 18th hole. Which brings us, neatly, to *Sensible Golf*." *(Surely some mistake? – Ed)*

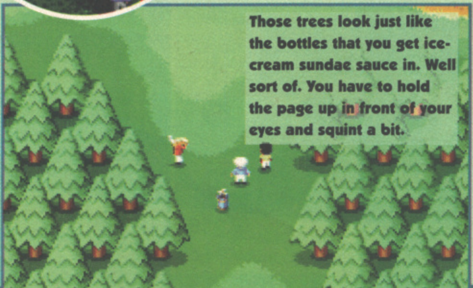
"So, how's the game actually going?" you might be beginning to wonder by now. Well, it's a lot more than just a map editor these days. Which is lucky. I've been working on the main overhead view; it shows all the trees and bunkers we've been drawing so carefully with the editor. There's a score panel down the side and a couple of player sprites running around the course taking turns to hit the ball with any one of a wide choice of golf clubs and torture implements. It's beginning to look like a game now, but there's a way to go yet. I still haven't done anything about the collision detection, so the ball still bounces off the surface of the lakes as if they were solid ground.

All this progression is pretty weird, considering I've spent the last six months down the pub, changed my name to 'Jack Tetley-Daniels', and dwelled on the decriminalised vices freely available in the wonderful Dutch city of Amsterdam. *(Don't try this at home, kids. – Jools, er, Vlad's mum.)* Cambridge (the nearest thing to a seething metropolis in the vicinity of Sensible's leafy village base of Saffron Walden) is quite a cliquey place, like many small towns, but it's also a true community of people who know, understand and like each other. Even the bastards. And you can also kick their teeth in if you have to. Blown by the wind, blown by the wind, I can't live with or without you. Right, Bob, Dave, Nick, "The name's Les, Jools", "Cindy", "You're not married Jools", "Wahey, slow down boy, get a grip..." *(What? – Ed)*

BUNKERED

So, here we are, about halfway through the article, and you might be wondering what it has to do with computers, golf, Sensible Software or anything else for that matter. Well, the answer is simple; nothing at all. Jesus loves you, but he wouldn't touch you with a bargepole. For example – what's got 40 legs and smells of wee? The dinner queue in an old people's home. See what I mean? *(Er, no. – Ed)*

> **"The dinner queue at an old people's home"**



Those trees look just like the bottles that you get ice-cream sundae sauce in. Well sort of. You have to hold the page up in front of your eyes and squint a bit.

I know – and don't forget I'm being paid by the word – how about some behind the scenes industry info? Everybody loves a bit of gossip, don't they? Do you remember Martyn Lunn, who wrote last month's Diary? Well, due to an internal misunderstanding, he's left Sensi Towers already for pastures new. Phew, the dynamic and fast-moving world of leisure software, eh? At the recent ECTS industry *('Knees' – Ed)* up recently, there was an excellent little freebie party held by a rival publishing company. Well, to cut a *('Lucrative' – Ed)* story short, Dexter Fletcher was there and I – allegedly – asked him to sell me some *('Persian rugs' – Ed)* – I had a headache – but he denied being in possession of any. "I thought YOU could sell ME some", suggested a passing drunken goat on a Harley Davidson (sounds like a Jeff Minter reference to me).

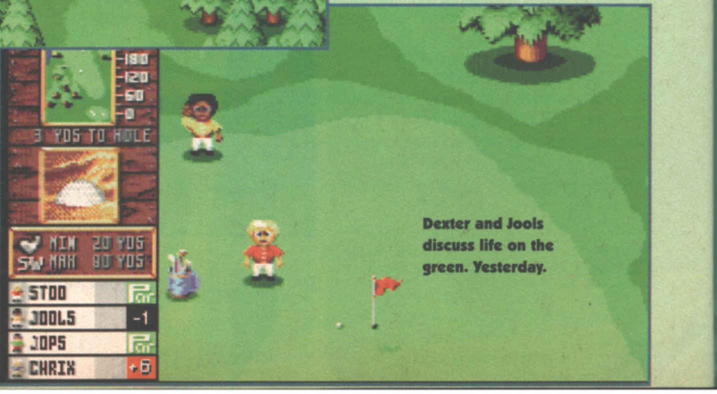
Believe this one if you dare, but I was recently accused of being a psychopath for punching a clock, not in the timekeeping sense but in the fisticuffs sense. I must add in my favour, though, that I was totally justified, because the ticking of the clock was so loud that it seemed to be saying "You're going to die". Just thought I'd mention it.

Anyway, I guess that's all we've got time for from me, Vlad The Impaler, so till the next time, keep buying Amigas (I personally have 17 now), keep buying games, and don't kill the market with piracy or complacency because the impending consequences are software companies moving onto different machines, making yours defunct and a total waste of money. So be shrewd, and don't forget I love you all. And want to marry you. And bite your neck. And burn you at the stake. In a loving way, of course.

● ***VLAD THE IMPA – oh, alright, it's me, JOOLS.***

(There'll be a special prize for anybody who can write in and tell us what Jools is going on about here. – Ed)

Has anybody seen my mind? I think I lost it in this bunker.



Dexter and Jools discuss life on the green. Yesterday.

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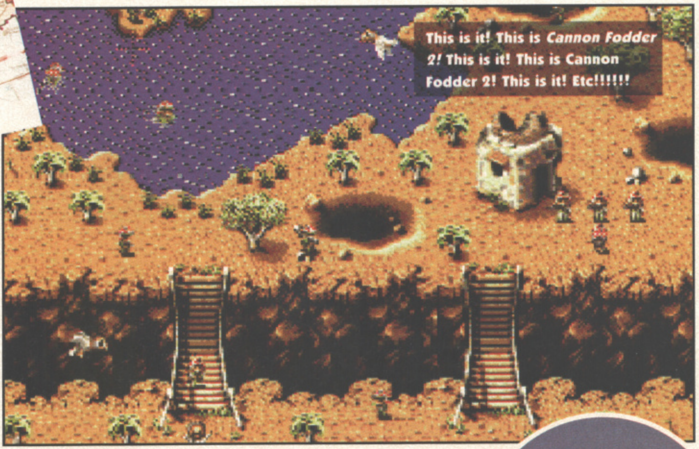
SUBJECT TO AVAILABILITY

NEXT MONTH!

Remember that guide to A1200 developments we promised you? Well, it's really going to be in the April

RITA, SUE

In which Cam Winstanley discovers how *Cannon Fodder 2* is being put together, and how you can actually 'be' in it.



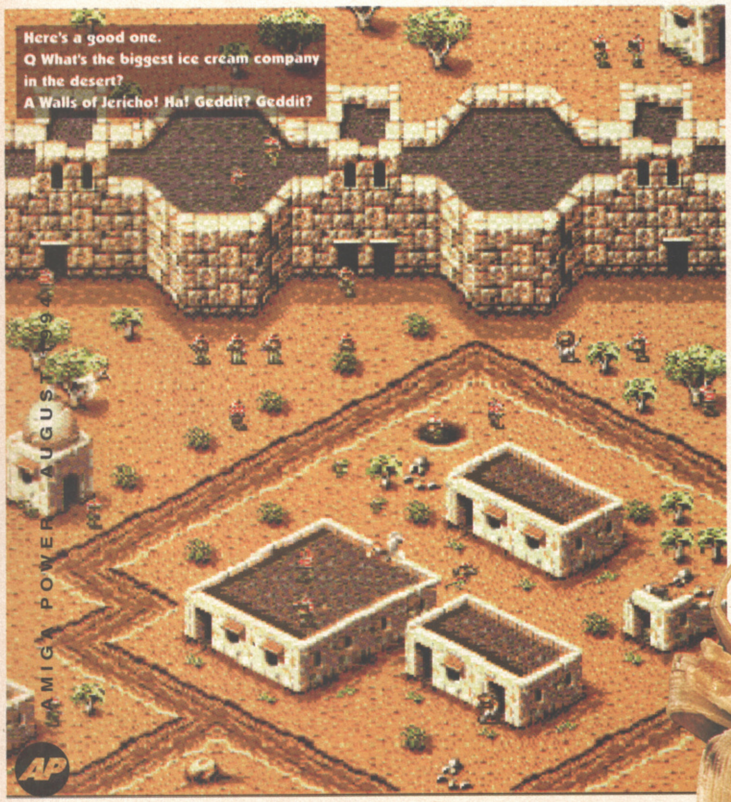
This is it! This is *Cannon Fodder 2!* This is it! This is Cannon Fodder 2! This is it! Etc!!!!!!

Sensible Software, we love 'em. In thousands of years' time, when all the great thinking dudes of the world gather to work out exactly what was so flipping good about the 20th century, the name of Sensible will be mentioned in the same breath as The Beatles, Mother Theresa, Nelson Mandela and Sean Connery. They brought us *Sensible Soccer*, they wrote *Mega-lo-Mania,* and, of course, they blessed us with *Cannon Fodder.*

Of course, you wouldn't know about this if it wasn't for AMIGA POWER. We love it, and in years to come, whenever philosophers and world presidents gather in closed sessions, the name of AMIGA POWER will... *(Well yeah, they get the idea. – Ed)* We thrilled you with previews on it, we tantalised you with a monthly game diary written by the programmers and charting its progress, and we practically rendered you unconscious with awesome and exclusive demos and compos on our coverdisks. With it all topped off with the first ever review of the game, it was a surprise to absolutely no one when *Cannon Fodder* stormed into the AMIGA POWER All Time Top 100 at number two, and was pipped to the number one slot only by *Sensible Soccer.* Which was also written by Sensible. Obviously. So anyway, when we heard that they were working on a sequel to the second best Amiga game OF ALL TIME, we thought something pretty impressive was called for.

"Playing it makes me more handsome"

FACT: Some Scottish bloke called Stuart Campbell is using a lifetime of extensive games knowledge to make sure that the 70 odd new levels are funky, playable and extremely hard. He apparently used to work for *("McDonalds" – Uncle Joe Stalin)* before he started at Sensible Software.



Here's a good one.
Q What's the biggest ice cream company in the desert?
A Walls of Jericho! Ha! Geddit? Geddit?

THE BIT WHERE WE RAVE A LOT

FACT: Virgin will be releasing a sequel to *Cannon Fodder* in time for Christmas.

FACT: *Cannon Fodder* was given a massive 94% in AP 32. This is the highest score we've ever given a game.

FACT: Sensible Software are working on the sequel this very minute.

FACT: The game will feature a totally remixed version of the infinitely catchy 'War's never been so much fun' song, featuring lead vocals from top Sensible geezer Jon 'Jops' Hare.

AND CANNON FODDER 2

IDLE SPECULATION: It will be called *Cannon Fodder 2, Cannon Fodder: Mother of All Battles*, or something like that. Of that there is no doubt. Well, maybe just a little.

Cannon Fodder 2, Cannon Fodder 2, Cannon Fodder 2, the notion of it just sets your heart a-pounding, doesn't it? This is the game you can hold in front of your console owning friends and shout "Ha! I own and play a game that's so brilliant that playing it makes me more handsome, stronger and an all round better person! Now go back to your tiresome and predictable platform games, and if you're really good to me, I might let you watch me play it later on!"

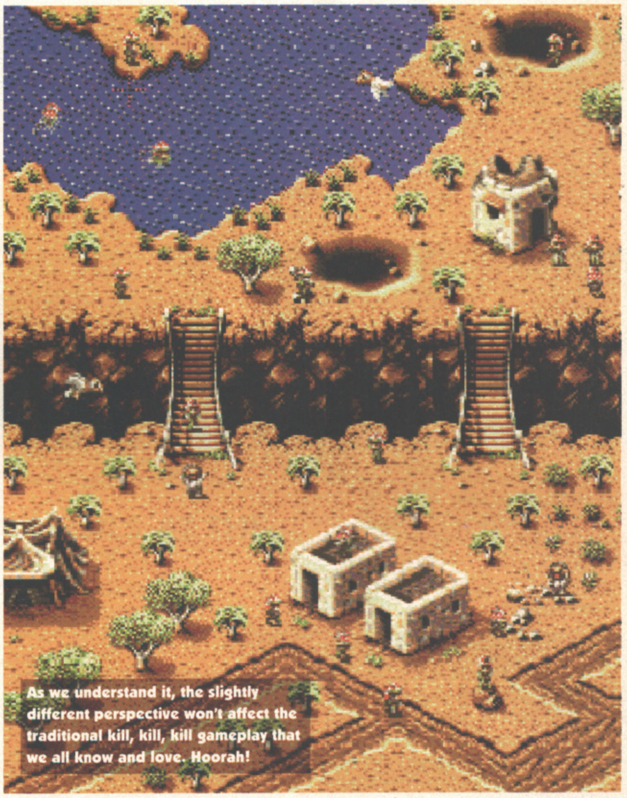
The thing about a near perfect game is that there's little room for improvement. So what are Sensible going to do then? Is it just going to be more of the same, or are we going to see new characters and controls? Are there going to be more weapons for the troops to use? Can you actually go air to air with cannon-toting helicopters, and will the ground troops finally be able to defend themselves from air attacks? Hmm, well, we don't really know. So we'd better talk to the creators, then.

THE BIT WHERE WE TALK TO THE CREATORS

It was Jools who originally coded *Cannon Fodder* – and also, incidentally wrote the Diary of a Game that ran from AP28 to AP31. However, he's now devoting most of his time to *Sensible Golf*, and consequently finds any additional coding he has to do "a bit of a pain in the bum."

Not to worry though, because with the basic game engine in place, the buck has been passed over to Stuart Campbell and John Lilley (JL to his friends) to create new and exciting levels. John's the graphics guy who's drawing up all the new terrains, buildings and the like, whereas Stuart's actually thinking up all the levels. Sensible are being a bit cagey about things at this early stage, but it seems that there's going to be some sort of storyline this time, so instead of mindless slaughter, you'll actually be committing genocide for a reason.

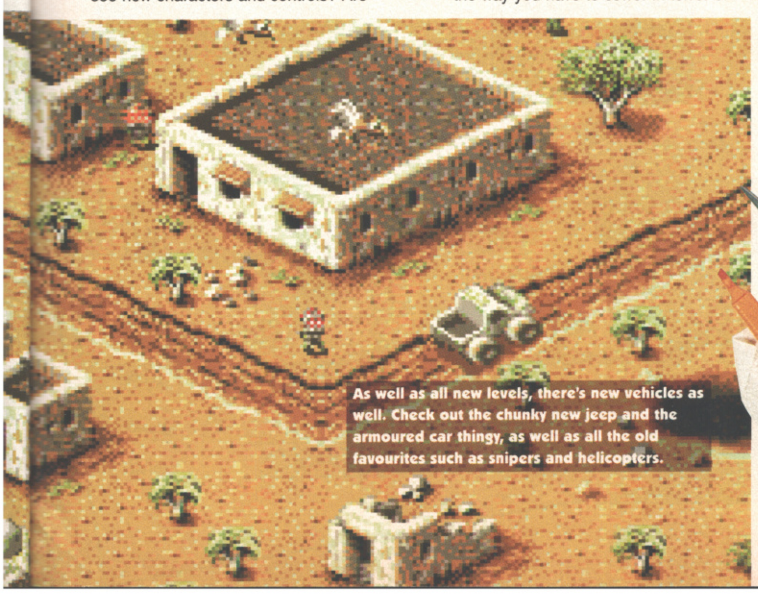
"We're introducing new weapons and vehicles, but the power-ups stay the same, as they're already powerful enough. We've no plans to include any air-to-ground missiles, as we like the way you have to cower in terror of helicopters, but we've not ruled out air-to-air combat."



As we understand it, the slightly different perspective won't affect the traditional kill, kill, kill gameplay that we all know and love. Hoorah!

So now we know. What about any new features? "Well, I've been heavily influenced by the 'babalities' of *Mortal Kombat 2,* and was hoping we could have a friendship weapon that dispenses prettily-packaged presents and ice cold fizzy drinks, but everyone else kind of nixed that idea, so it's still knee deep gore and slaughter."

So it's going to be *Cannon Fodder* – only more so, which has got to be good news for the modern fan of high-velocity firearms and sucking chest wounds. But have you ever wondered how Sensible works and what sort of high pressure environment is needed to craft the best games of all time? We have, so we gave Stuart a tiny little camera and got him to talk his way through an ordinary day at Sensible while spying on his fellow workers. On the next page is the report he sent us back... ➤



As well as all new levels, there's new vehicles as well. Check out the chunky new jeep and the armoured car thingy, as well as all the old favourites such as snipers and helicopters.

'MY DAY' BY STUART CAMPBELL, AGED 20 (ISH)

9.30 – I arrive at the office. No sign of any *Cannon Fodder 2* programmers yet. Ah well, it's still early. They're bound to show up eventually.

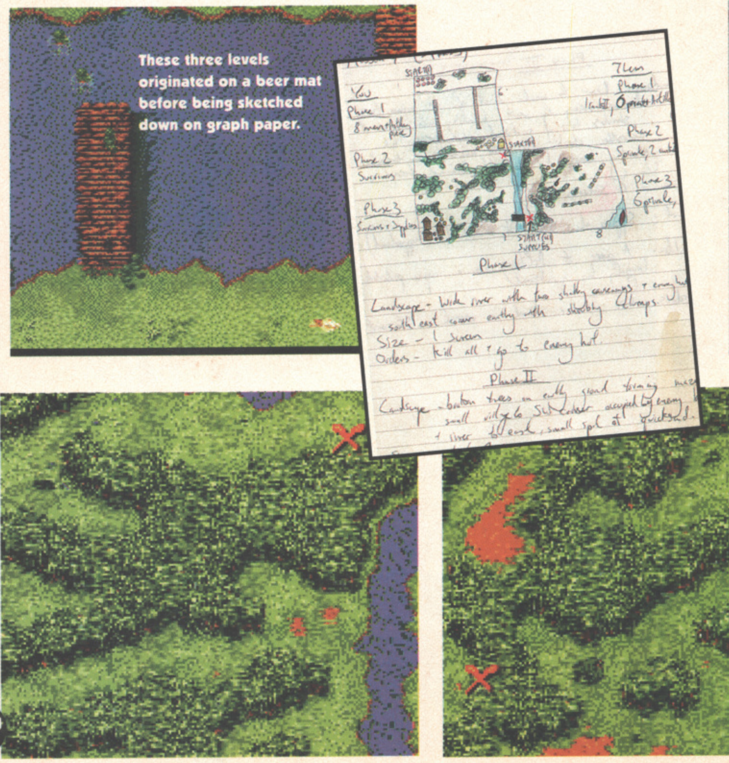
9.35 – Chris Yates (joint Sensible head honcho) arrives. "*Cannon Fodder 2*?" he says. "You'll be wanting Jools and JL, then. I'm sure they'll be in soon."

12.03 to 2.15 – Play pinball downstairs with Darren the Work Experience Kid and then stare out of the window. Still no programmers.

3.01 – I inexplicably find dozens of *Cannon Fodder* maps strewn haphazardly across the floor. It's funny how hastily-scribbled maps ended up as such polished and professional levels, isn't it? And now it's my turn to work this particular little miracle. Ulp! Still no programmers in the building, though. I've checked.

3.31 – Jools arrives and makes a solemn statement. "I'll never mix Southern Comfort with gin, lager and Esso Super-Unleaded ever again. Just say 'No' kids."
4.20 – JL arrives. Hurrah! "Could you not shout, please?" he asks quietly. At last. Programming finally begins in earnest as everyone knucles down.

4.35 – "This is making me a bit queasy," mutters JL. "I think I'll go home now." *Cannon Fodder 2* programming is suspended for the day. Only a few months to Christmas. Oh dear.



These three levels originated on a beer mat before being sketched down on graph paper.

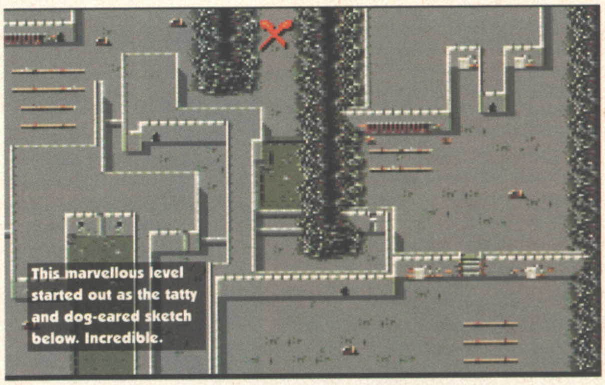
START(8)
You
Phase 1
8 men+Artillery piece
Phase 2
Survivors
Phase 3
Survivors + Supplies
7 Lens
Phase 1
1 tank, 6 privates
Phase 2
Sprinkle, 2
Phase 3
6 privates
START(4)
START(4) SURVIVORS
6
7
8

Phase I

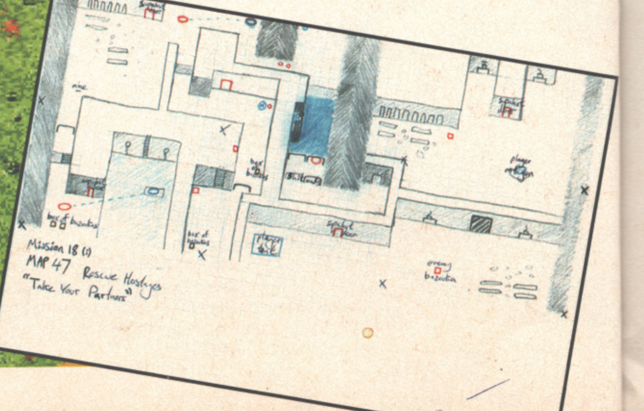
Landscape - Wide river with two shabby causeways + enemy huts south east corner earthy with shabby huts
Size - 1 Screen
Orders - Kill all + go to enemy hut.

Phase II

Landscape - bottom trees on earthy ground forming maze small village to SW corner occupied by enemy small spot of quicksand. + river to east



This marvellous level started out as the tatty and dog-eared sketch below. Incredible.



mine
box of bazookas
box of bazookas
box of bazookas
Buildings
player tank
special
player helicopter
enemy bazooka

Mission 18 (1)
MAP 47 Rescue Hostages
"Take Your Partners"

THE BIT WHERE WE GET YOU INTO CANNON FODDER 2

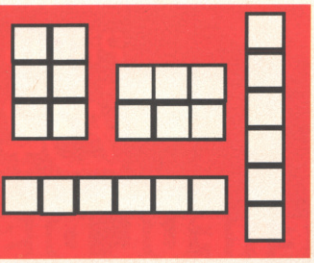
All this is very well and good, but it's the kind of coverage any other mag could give the game. We on AMIGA POWER, however, feel that you, the readers, deserve something more. Something bigger. Something you could only get with the world's mightiest Amiga games mag. So here it is:

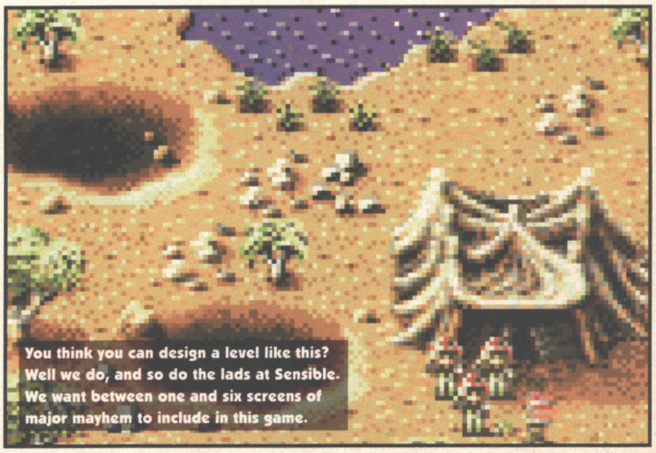
Even as you read this, Stuart Campbell's sitting in a tiny room in Saffron Walden surrounded by reams and reams of graph paper. The reason? Well, his position as Senior Executive Vice-President of European Development Coordination means that he's in charge of designing all the level maps for the new game, which is taking him ever such a long time. Being a bit of a work-shy fop at heart, he'd love to do the least amount of work by designing as few levels as possible. And this is where you come in.

DO STUART'S JOB FOR HIM...

...by designing a level so awesomely fantastic that Sensible will have no option but to go "Ooooo!" and "Ahhhh!" and include it into the game. We're not putting a limit on the number of winners for this one, because Stuart hopes that you'll come up with 70-odd excellent levels, and he'll be laughing all the way to the bank. As well as getting their levels in the finished game and having a grunt named after them, winners will also get loads of Sensible and Virgin stuff (you know the sort of thing – T-shirts and caps and things) to tide them over until the game comes out.

- A screen is made up from 19 squares across and 13 down. A level can be between one and six screens, but they have to form blocks like these. No fancy L-shapes please.





You think you can design a level like this? Well we do, and so do the lads at Sensible. We want between one and six screens of major mayhem to include in this game.

RULES

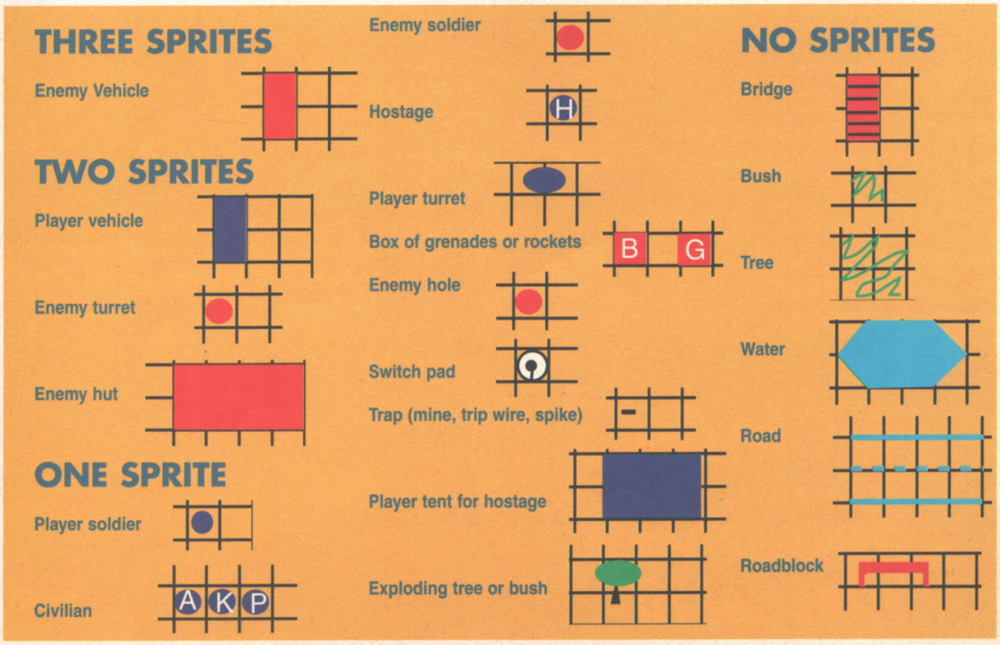
1. Employees of Future aren't allowed to enter. Sensible and Virgin employees can obviously enter as many times as they want, although they'd be a bit daft to. (And they won't win anything.)
2. Entries have to reach us by August 31st, otherwise *Cannon Fodder 2* will miss its Christmas deadline, thousands of Amiga owners across the globe will be desperately disappointed, and it'll be YOUR fault.
3. Sensible's decision will be final, and the Editor won't have anything to do with it. Odd that. *(Sob. – Ed)*
4. Send your entries to 'Lord Kitchener says "Hey kids, it's your chance to be in the sequel to *Cannon Fodder*. Pens and paper at the ready, you muddy funsters you!" in an excited squeaky voice', AMIGA POWER, 30 Monmouth Street, Bath, BA1 2BW.

PENCILS AT THE READY...

... and read this bit carefully. Levels have to be designed in a certain way, and if they aren't, we'll simply have to bin them – sorry. So grab some graph paper and coloured pencils and take note of all this important stuff:

- You can't have any cliffs in your level. This isn't because we're being mean, it's just that cliffs are only in exterior levels, and Sensible want to reserve the right to use your level in any location (interior or exterior) that they choose.
- If you're going to have a hostage, you're also going to need a player tent for him to return to. Remember also that hostages can't swim.
- If you're having civilians, make sure to tell us whether they're aggressive, retaliatory or passive by marking A, R or P on the door that they come out of.
- If the position of an enemy turret or sniper is crucial to a level, include a line of sight on your map.
- You can have no more than 30 sprites in the entire level. The box on the left shows how many sprites they take up and what to draw. If there's any doubt, write what you want it to be on the map.

And finally, make sure you observe all the Rules to the left, especially the one about getting your entry to us by 31 August. Good luck!



Remember: Levels just need plenty of bombs and a high body count. Get your designing heads on!

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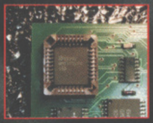

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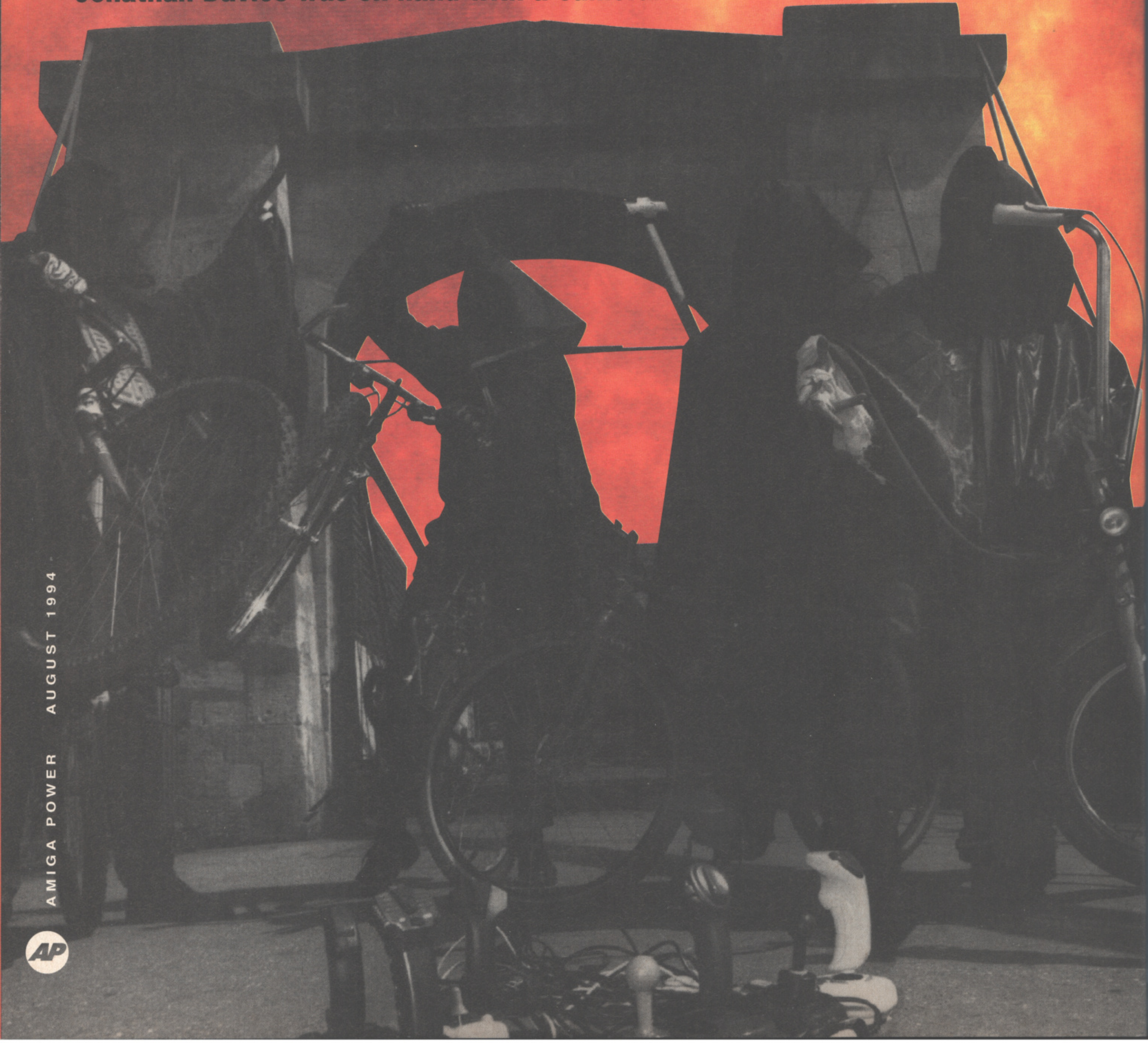
AMIGA POWER AUGUST 94

NEXT MONTH!

Remember that guide to A1200 developments we promised you? Well, it's really going to be in the April issue, along with a whole pile of top game reviews. Been waiting for *Lemmings 2: The Tribes*, *Flashback*, *"And the earth shall shake, and the seas shall boil, and the sky shall be aflame. And there shall be a mighty thunderclap, and from a portal in the sky shall ride four cyclists. And they shall raise their fists and let forth a terrible cry..."*

JOYSTICKS of the world line up and BE JUDGED

Jonathan Davies was on hand with a camera.



As flames and smoke swirled about them, the cyclists decended to earth, their Ritchey Z Max WCS 1.9s carving deep gashes in the ground as they slid to a halt. Behind them, the portal through which they'd arrived snapped shut, and fire rushed to fill its place. They sat astride their bicycles, shimmering in the heat, and surveyed the devastation around them. The first of the cowled figures spoke:

"We are the Four Cyclists of the Apocalypse. And we are displeased." His words sounded like a thousand tombstones smashing together, their might spanning the five continents of the earth and the centuries for which the Cyclists had rested.

"For too long," continued the Second Cyclist, "substandard joysticks have caused distress to gamesplayers everywhere. Wrists have ached, blisters have formed, and scores haven't been as high as they might have been. This cannot continue!"

"It is time for joysticks to be judged, and for those which offend us to feel our wrath," cried the Third. "Only the truly righteous can find redemption and attain our prestigious five-star rating. For we are the only lesser deities committed to a rigorous programme of consumer testing!" With these last words, the Cyclist raised his hands to the sky and brought forth a mighty blast, rocking the ground and opening vast, lava-filled chasms which swallowed hills, mountains, even entire countries. Fire rained from the sky, and the very sea turned to steam.

"Yes," added the Fourth.

The Cyclists fell silent as they watched the earth burn. Nothing escaped the terrible flames, the greatest cities being consumed as easily as the frailest flower. The Fourth Cyclist toyed idly with his stem pinch bolts.

Then the First Cyclist lifted his hand, and the flames subsided. The sky darkened, and a wind, a terrible wind, began to howl around the figures. Rain lashed down and, silhouetted by flashes of lightning, the Cyclists outstretched their arms.

Gently, almost imperceptibly, the ground started to shake. As the Cyclists slowly lifted their hands, the earth shook harder, harder and harder until its thunderous roar drowned out all else (and making the Second glad he'd fitted elastomer sprung forks). Cracks began to open in the ground.

And from the cracks came joysticks.

* * *

"Yeah, but Orff's so... so hackneyed. He's everywhere. The slightest hint of divine retribution and it's out with the Carmina Burana. Boring. No, what you want" – the First Cyclist of the Apocalypse pressed eject on his Walkman and waved a cassette at the others – "is this. Verdi. Daaa da da da da da da da-da-da da-da-da da-da-da da-da-da DA diddly-diddly-diddly... Brilliant stuff."

But the Third Cyclist clearly wasn't impressed. "Oh, what, so Orff's hackneyed, but Verdi isn't?"

"No."

"I rather think he is."

"Isn't."

"Is."

"At least he's not German." The First Cyclist quickly put his tape back in and turned up the volume. Verily, he

THERE CAME A PALE JOYSTICK...

The cloaked figures encircled a small group of joysticks that huddled in terror on top of a rock.

"Verily, the joystick market is a crowded one," announced the First Cyclist of the Apocalpse, "creating confusion for games players seeking a simple, straightforward joystick with autofire. We have chosen nine of the most popular designs to subject to our ineffable judgement.

"First, we examine the Zip Stik Super Pro (① Powerplay, £13.99, ★★★★★). Its slightly stiff action renders its puny suckers worthless, but as a hand-held stick this works efficiently enough. We also commend it for its classic styling.

"Much the same can be said of the Cruiser Turbo (② Power Play, £13.99, ★★★★). Its action seems rather stiff, with the advertised 'Variable Tension Control' proving extremely awkward to operate, but the turbo button is conveniently placed for easy access.

"Meanwhile, the standard Cruiser (Power Play, £10.99, ★★★), though less costly, lacks the essential autofire function, and is coloured in a detestible manner.

"Cast in fragile plastic, the Star Probe (③ Cheetah, ★★) would, we suspect, be rapidly destroyed by the more demanding player. It emits a cacophony of tacky clicks, although there is a variety of fire buttons with a particularly well-positioned trigger.

"The Competition Pro Extra (④ Power Play, £16.99, ★★★) is familiar to us, but the appalling rubbery action of the pink one we tried came as a surprise. The clear one was not too bad, though. They are both rather stiff, but work well enough.

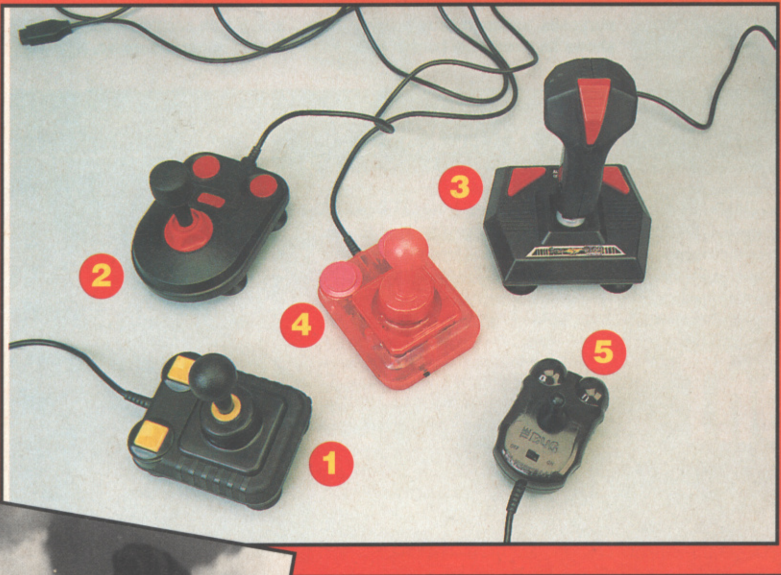
"As so to the Bug (⑤ Cheetah, £8.55, ★★★★★). We find this joystick highly satisfactory for the playing of *Sensible Soccer*, with its precise, featherlight touch. Its fire buttons can grow tiring with prolonged use, however, so we would avoid it for shoot-'em-ups. Also, we scorn its Spectrum +2 compatibility.

"The Cheetah 125 (Cheetah, £5.30, ★★★★) does not look terribly promising, but its appeal does grow. It uses cheap, primitive switches that do not inspire confidence, but it is reliable in action and particularly adept at producing diagonals. The trigger is a little stiff, however.

"Its close relation, the Mach 1 (Cheetah, £5.70, ★★), is not so successful. It is poorly shaped, with sharp edges on the base and a shaft that is too thin at the top, and the trigger is virtually unusable. The microswitches emit irritatingly loud clicks, and there is too much movement in the shaft. It must die.

"But our greatest wrath is reserved for the Navigator (Konix, £15.99, ★). Bizarrely shaped like some sort of crap raygun, it only has one, stiff fire button which is intensely uncomfortable to use. And its horrid, stubby shaft is much too stiff and springy. Truly, this joystick insults us by its very presence. We condemn it to burn for eternity."

As he said this, the Navigator burst into flames, amid terrified screams from its comrades.



AND A JOYPAD CAME BEHIND HIM...

Joysticks tremble when they're afraid. Joypads, with their fewer moving parts, tend to whimper quietly.

"Though more traditionally the preserve of the games console, we find joypads to be acceptable for most purposes. They seem particularly suited to shoot-'em-ups, where rapid changes of direction are called for. *Gravity Force 2*, from off last month's coverdisk, is a case in point.

"And the one which meets most easily with our divine approval is the Gravis Gamepad (❶ Gravis, £14.99, ★★★★★). It appears to be hewn from solid plastic, with a firm, reassuring action. The organisation of the fire buttons is positively ingenious. One is an ordinary fire button, one gives rapid fire, and the other two can be switched between emulating the up/down functions (giving you cannons and special weapon on *Gravity Force 2*, and 'jump' on many poorly-designed platform games) and left/right (good for driving games). It is also switchable between left- and right-handed operation. Apart from a crap mini-joystick adaptor which snapped off within seconds, and the way the buttons are recessed slightly for no good reason, this is one of the finest controllers we have encountered, and will be rewarded accordingly.

"Not so the BolliStick (❷ Cheetah, £5.70, ★★). Curiously designed so as to force one's hands uncomforfotably close together, it puts up, down, left and right in the positions one would normally expect to find the diagonals. It also makes the error of including a capital letter in the middle of its name, thus damning itself for eternity.

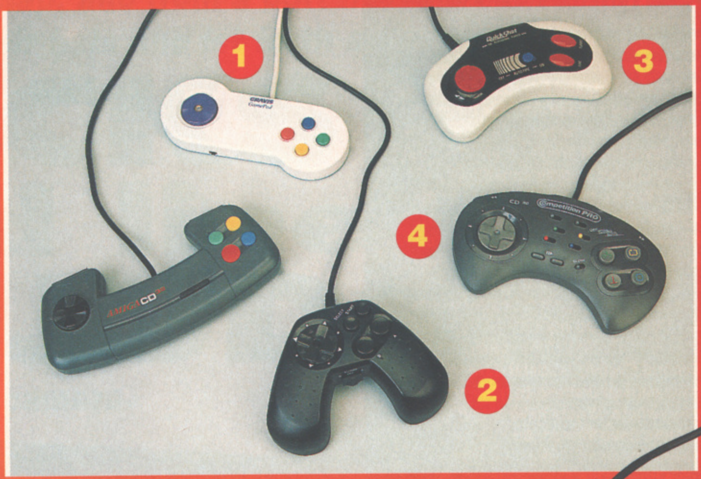
"The Starfighter 1 (❸ RSD, £9.99, ★★★★) seems perfectly acceptable. Its colour scheme is a little off-putting, but the fire buttons are pleasantly shaped, and the action is reliable.

"Although it performs identically, we have also considered the Mega Drive version of the Starfighter 1 to make the point that 3-button Mega Drive controllers work perfectly well with the Amiga."

There was then a tremendous thunderclap, and lightning struck a nearby tree, marking a minor change of subject.

"The standard CD32 controller, then. It is certainly adequate for most purposes, although *Gravity Force 2* shows its directional control to be a little wobbly.

"CD32 owners might therefore wish to consider an alternative, the first to become available being the Competition Pro Super (❹ Power Play, £19.99, ★★★★). We feel it offers a firm advantage over Commodore's model. It is pleasantly light in operation, and has independent autofire on each of the six buttons. It seems rather expensive, however."



CD 32
Competition PRO

AND SOME ANALOGUE JOYSTICKS...

The fearsome behemoths then confronted two joysticks standing alone from the rest. Sheepishly, they pushed the Third Cyclist to the front of the group.

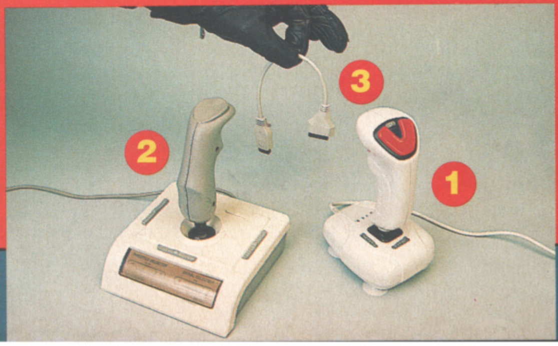
"Anologue joysticks are more normally associated with PCs," he began, clearly the technically-mined one, "although certain Amiga games are compatible with them. Rather than simple left/right/up/down controls, they offer an infinitely variable range of movements, allowing one to go, say, left a little bit or left a lot. *F1GP* is an example of a game that works with analogue joysticks, and cornering is improved immeasurably with one. Many flight sims also work with them – particularly MicroProse ones like *Knights of the Sky* and *F-117*.

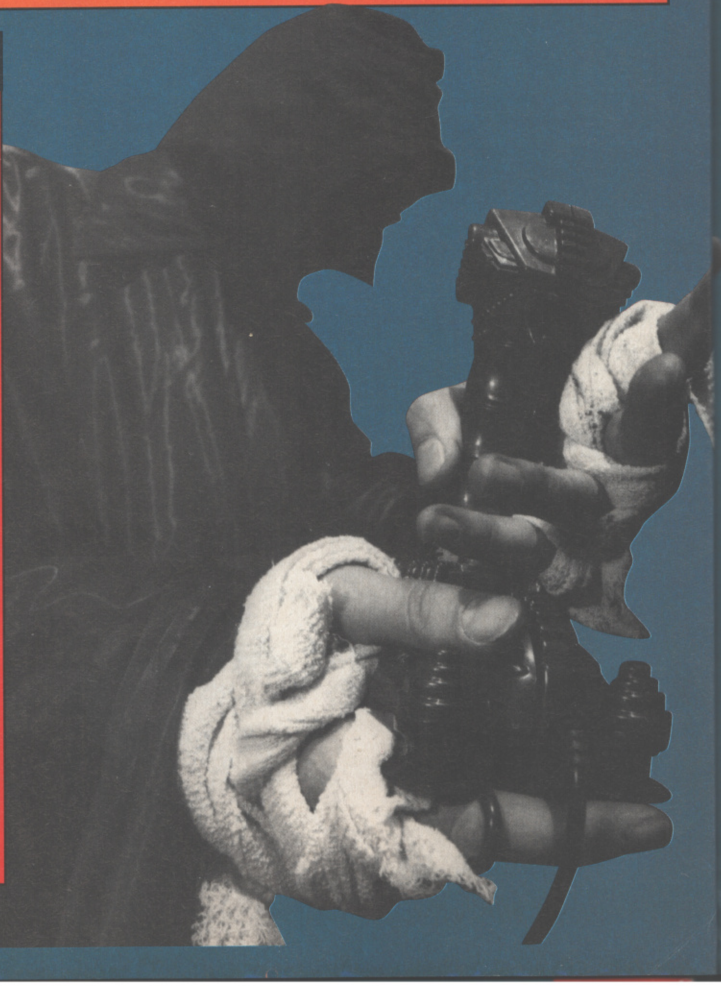
"Any PC joystick can be used, but an adaptor must first be purchased. These are available from Suncom (❸ £4.99) and RSD (£7.95).

"We hereby subject two to our incontestable judgement. The Merlin (① Wico, £18.99, ★★★★) is comfotable to hold, with a reassuringly weighty shaft. The base is perhaps a little small, though, given the joystick's likely use on the tabletop.

"The unfortunately-named FlightMAX (❷ Suncom, £39.99, ★★★) is an altogether more serious affair, with a huge base, several extra features that didn't seem to work on the Amiga, and a smoother action than the Merlin's. The smoked glass cover over a couple of the buttons seems rather 1960s, however, and the price surely puts it beyond the reach of most ordinary mortals."

The Cyclists seemed satisfied, and allowed the pair of relieved joysticks to go on their way.





AND SOME OTHER THINGS

The Cyclists then approached the final group of joysticks: misfits, largely; joysticks which, whether by accident or design, didn't seem to fit in anywhere else; joysticks which were, in a way, particularly vulnerable.

"We do not feel the QJ Footpedal (① Spectravideo, £24.99, ★★★) properly befits our divine status, considering it more suitable for games players so far progressed as to be beyond redemption. It allows three of the standard joystick functions to be replicated by switches under the feet, the intention presumably being to make driving games feel more realistic.

"If the Cheetah Bug resembles a blackfly, then the Bug Special Edition (② Cheetah, £8.55, ★★★★★) is a greenfly. It looks splendid, but otherwise performs identically to the standard Bug. So that is okay.

"The Saitek Megagrip II (③ RSD, £14.95, ★★) appears to be an analogue joystick converted into a digital one. It has the long, ungainly swing of an analogue joystick, making it very difficult to use. We fail to see the point of it, which is a pity, as it is otherwise of sturdy construction.

"We are also somewhat bemused by the Argo Stick (④ Cheetah, £8.55, ★). It seems to be based on the attempts of the artist HR Geiger to depict evil (how little he knows...). Unfortunately it is cast from revolting, shiny plastic, which all sorts of hard corners that –"

"Aw..." interjected the Fourth Cyclist.

" – that, er, that hurt one's hands. It swings too far as well, and is only suitable for tabletop..."

"Aw, look!"

"...for tabletop... What?"

"Look at these!" The Fourth Cyclist of the Apocalypse was holding a Competition Pro Mini stick (⑤ Power Play, £14.99, ★★★★★), and stroking it gently.

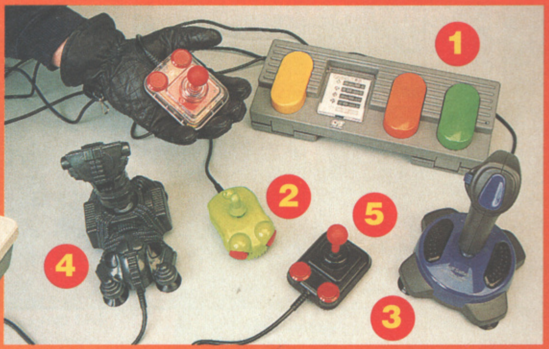
The First Cyclist examined it disdainfully. "It seems to be a miniaturised Competition Pro. How foolish."

"No! You can't say that! It's so sweet! Look at its lickle buttons..."

"You forget yourself, fellow Master of Darkness. Anyway, it can't possibly work as well as a proper one."

"But it does, look. Better, if anything. Oh, it's adorable."

The other three Cyclists sighed, and began to ready their bicycles for flight, knowing that their work here was done. Until inferior



was the First Cyclist of the Apocalypse, the Cleanser of Souls, the Mightiest Purveyor of Damnation, and he didn't care what anyone else thought.

"Have you tried Mozart?" the Second Cyclist asked the Third. "That's got a bit of 'oomph'."

"You think? It's quite a nice tune but, I dunno, it hardly sends lightning shooting from your fingertips. You want something with blazing trumpets, thundering timpani, choirs of thousands. Something you can really pedal to."

"Hmm. I suppose. How about you, Fourth Cyclist?"

"Hmm?"

"What do you like to have playing in the background as you charge from the nether world to inflict eternal torment on the unworthy?"

"Oh. Er, nothing really." The Fourth Cyclist turned back to his bike, where he'd been trying to locate a slow puncture.

"No, come on."

"Really – nothing. I'm quite happy listening to the thunder, and the flames, and the screams of the damned."

"Something small, grey and damp"

But the Second Cyclist clearly wasn't convinced. He lunged for the Fourth's rucksack and began to rummage about in it.

"Oi! Get out of there!

"Why?"

"Give it back!"

"What's the big secret, eh?"

"Give... it... back!"

They wrestled with the rucksack, tugging it from one side to the other, until eventually the strap broke. The Second Cyclist tumbled backwards, landing rather heavily on the bag. There was a faint squeak.

"Oh no! Oh no!" The Fourth Cyclist snatched the bag away. He reached into it and drew out something small, grey and damp.

The Second Cyclist peered at it. "It's a dead mouse," he said.

"I was trying to save him. From the Apocalypse."

"Oh."

"And you killed him."

"Er."

"He was called Michael."

★ ★ ★

Dark clouds swirled overhead, and rain lashed the tortured earth. Slimy creatures crawled through the mire, while above them, vile, ragged birds struggled against the wind. Lava floes crept steadily across the landscape, consuming all in their path. Not that there was much left to consume.

"Forsooth, our work is complete. Judgement is served."

The Four Cyclists of the Apocalypse regained their saddles and pointed their front wheels skywards.

"The virtuous have been honoured, and the inadequate cast into the All-Consuming Fires of Perdition."

They rose steadily into the air, pedalling faster and faster.

"But be warned. We shall return. Perhaps not for many millennia. But possibly next summer, when the reviews are looking a bit thin again."

As the Cyclists rose, they began to glow white.

"But we shall return, to judge again."

Ahead of them, the clouds parted to reveal a portal.

"I'd have cleaned out his cage."

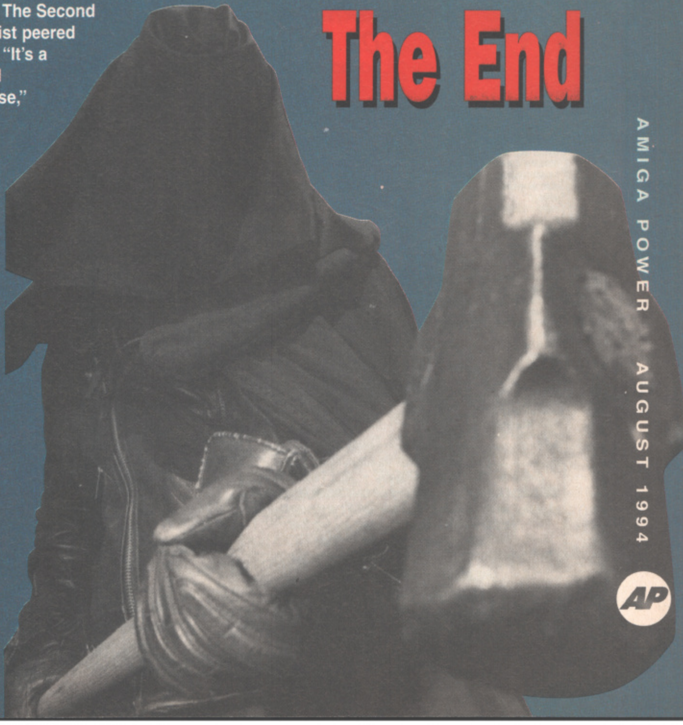
"What?"

The four blazing figures could barely be seen against the light which streamed out from the door.

"And remembered to feed him."

The portal closed behind them and the clouds rolled back into place. A terrible darkness decended, making the rain, which still poured down, seem almost comforting.

The End



The Four Cyclists of the Apocalypse wish to acknowledge the help of MTB Pro's Chipps Chippendale and Mountain Biking UK's Sally Taylor, which will be taken into account when their times come.

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JUST WHO DO WE THINK WE ARE?

Attention Readers! Attention Readers! The Marching Forward With the Revolutionary Masses Toward a Glorious Future Publishing Party is keen to banish rumours and avoid further unnecessary bloodshed. We of the New Order that runs AMIGA POWER have sworn our allegiance to the Party.

COMRADE DAVIES

Position: Editor. Just as he has been since issue one.

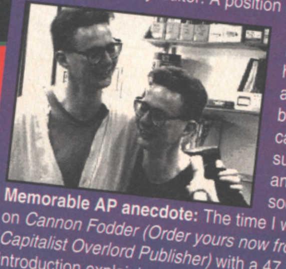
Hobbies: Racing his Trabant hot-rod. Red light, green light, go! Go! GO!

Memorable AP anecdote: The time Comrade Nash shaved the sides of his head, dyed his hair black and wore nothing but leather trousers, billowy silk shirts and pewter ankh necklaces. He also affected a funny Scottish accent, which always had us chuckling over our nutritious turnip soup in the office canteen!

Favourite company slogan: The knowledgeable husbandman always gets a good harvest. Procure tractors from your FPP agricultural shop.

COMRADE WINSTANLEY

Position: Deputy Editor. A position he's held now for over seven years.



Hobbies: Pressing home glorious victories against the loathsome bourgeois censoring capitalist overlords that suppress our view of an equal and sharing society.

Memorable AP anecdote: The time I wrote a book on *Cannon Fodder (Order yours now from page 84! – Capitalist Overlord Publisher)* with a 47 page introduction explaining how the game was an allegory of the Revolution.

Favourite company slogan: Do not trust the peasant in his peace and harmony. Get a bayonet stuck in the earth early on.

COMRADE NASH

Position: Executive Party Recreational Officer. *(A smile, a song and a brutal interrogation – Uncle Joe Stalin)*

Hobbies: Analysing Sergei Eisenstein's Battleship Potemkin in the bath.

Memorable AP anecdote: The time Comrade Winstanley reviewed *International Trotskyist Plot Rugby Challenge* and gave it just 3%.

Favourite company slogan: Every newcomer to the city pines for a spiritual drink. With the Marching Forward With the Revolutionary Masses Toward a Glorious Future Publishing Party you will find any book or magazine in a flash!

COMRADE McGILL

Position: Head of the Bureau of Corrective Studies (and Staff Writer). *(Editor. – Uncle Joe Stalin.)*

Hobbies: "My work is my hobby," grins Comrade McGill, terrifyingly.

Memorable AP anecdote: The time the revolutionary council bade us all rise up and expunge the inglorious history of the traitorous spy *("Nobody in particular" – Uncle Joe Stalin)* by destroying the icons to his memory. And then using honest agricultural implements to smash the skull of the traitor and throw his broken body in... *(Thanks, Steve. – Ed.)*

Favourite company slogan: Put all your surplus money into construction via the savings bank!

COMRADE MEDDINGS

Position: Art Editor, bringing the glorious colour of revolutionary red to the forefront of every page.

Hobbies: Collating constructivist poetry that is representative of contemporary groups. Oh, and having babies of course.

Memorable AP anecdote: The time she drank loads of vodka with her friends. And then fell over.

Favourite company slogan: Advertising on the trams is read daily by millions of people. Advertising on the trams is cheap and rational.

COMRADE SHERLEY-PRICE

Position: Art Assistant *(Editor – Uncle Joe Stalin)*, showing you the world as it really is.

Hobbies: Hand-tooling intricate designs on leatherwork and listening to Groovy Western Collective The J Geils Band.

Memorable AP anecdote: The time I started work on AMIGA POWER in 1987 and was welcomed with open arms by my fellow workers. Thanks to AP and the FPP I've been able to move out of my parents' home into a communal bus shelter in Bristol.

Favourite company slogan: Under leadership of the Future Publishing Party, let us create powerful anti-aircraft defences.

COMRADE FARAGHER

Position: Production Editor, although the title of Editor in no way makes him more important than those comrades without this suffix. In the AP collective, everyone is equal.

Hobbies: Fostering the moral education of the proletariat.

Memorable AP anecdote: The time we implemented a successful sales drive in *("A misguided country led astray by capitalist overlords" – Uncle Joe Stalin)* by crating up the entire AP collective and labelling them 'Farm Machinery'.

Favourite company slogan: Buy up! People of the East! The camel is bringing you better galoshes!

COMRADE GOLDER

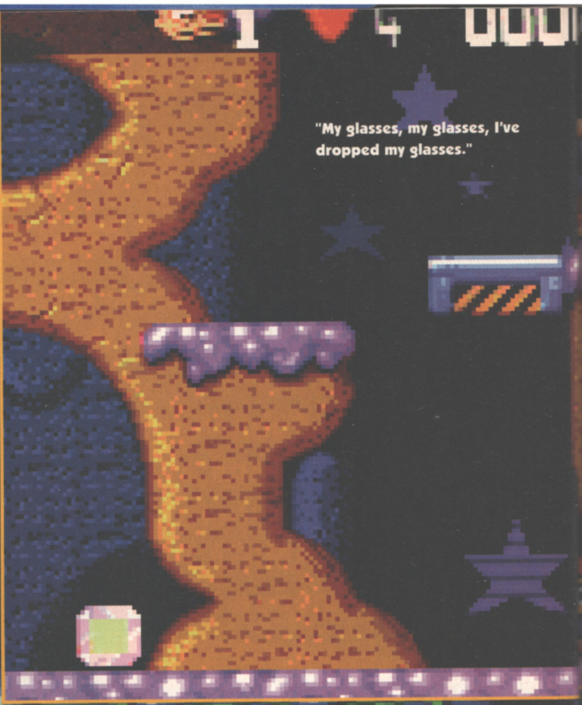
Position: PD Editor and Party Activist.

Hobbies: Helping the cause by casting off the yoke of iliteracy.

Memorable AP anecdote: The time our glorious collective HELP US! WE'RE VICTIMS OF A MONSTROUS TERROR! THEY'VE ALREADY PURGED STUART FOR BETRAYING THE CAUSE AND ANY ONE OF US COULD BE NEXT! I'M ORGANISING A GUERRILLA RESISTANCE BUT WE URGENTLY NEED MILITARY EQUIPMENT AND *(Ha ha. Tch. That Comrade Golder, eh? – Uncle Joe Stalin)*.

Favourite company slogan: Seize this lifebelt! Everything for everyone, high quality and cheap! Take it from us on the highest authority! Sob.

Small bald child scuppers shiny blue alien invader shock horror vicar probe exclusive.



"My glasses, my glasses, I've dropped my glasses."

BUBBLE AND

All together now: it's Bubble! It's Squeak! It's Bubble and Squeak! It's *Bubble and Squeak*! Hurdy ho.

Game: Bubble and Squeak
Runs on: A1200, CD32
Publisher: Audiogenic
Author: In-house
Price: £30
Release: August

CUE TITLES: Fast-cutting establishing shots of mediaeval town. Professionals-style music. Words spin in from sides of screen to crash together in centre as title: Cadfael and God. Screen splits into three panels, displaying Cadfael turning to look into camera and smiling, Cadfael bringing down a fleeing suspect with a rosary lasso and Cadfael hurling a communion plate like a discus.

CAPTION: Starring Derek Jacobi as Cadfael.
(Another set of three panels, displaying God turning to look into camera and smiling, God destroying a castle with an earthquake, and God squatting down to show a flower to a little girl.)
CAPTION: With Brian Blessed as God.
(More fast cuts, showing God slapping Cadfael heartily on the back, Cadfael and God running off in opposite directions, both characters leaping back flat against a wall, huge argument with Cadfael and God shouting nose-to-nose, and a monastic chant with Cadfael and God, black-eyed and bruised, bellowing lustily. Close-up of handshake between characters.)
CAPTION: Cadfael and God.
CAPTION: Tonight's Episode – Uneasy Rest the Spirits.
(Streets of mediaeval town. Sheriff strides past, followed by Cadfael.)

> **"Including an archbishop"**

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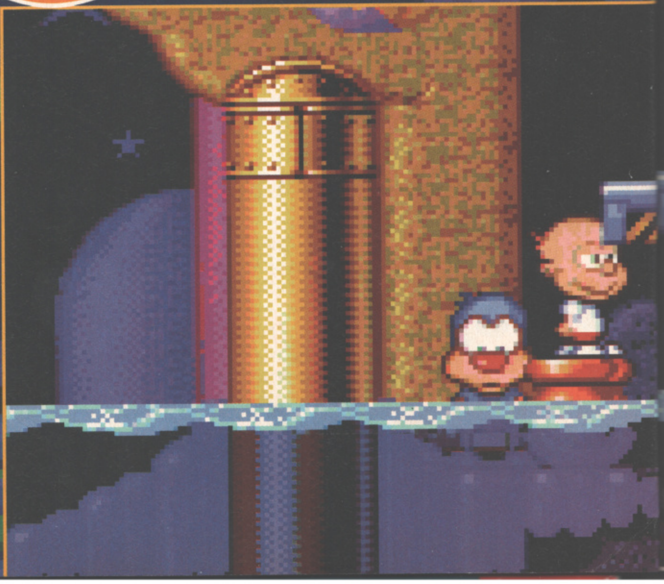
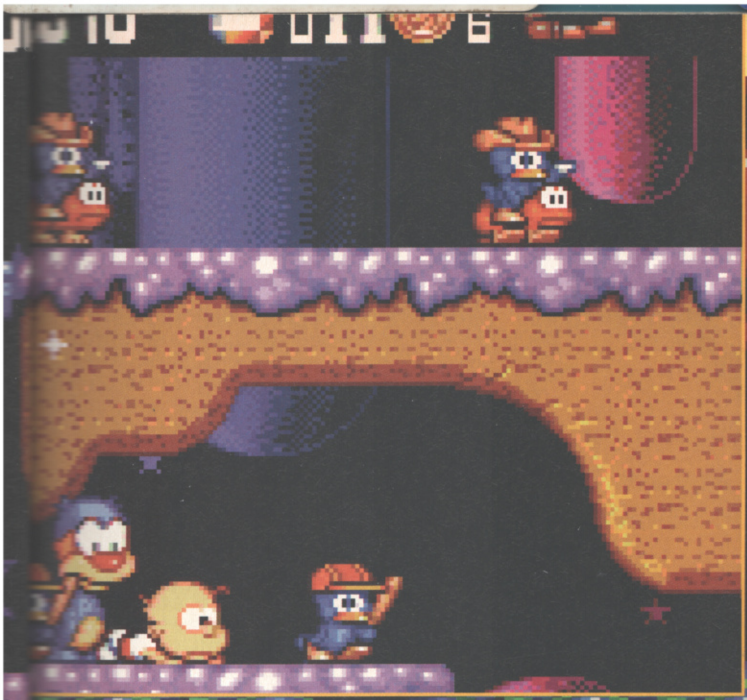
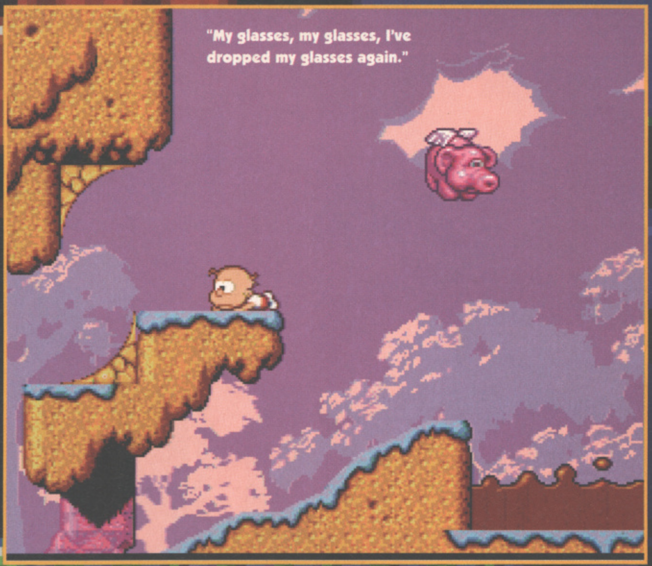
That thing on the back of his head is in no way a curl of hair. It's obviously a misplaced pencil.





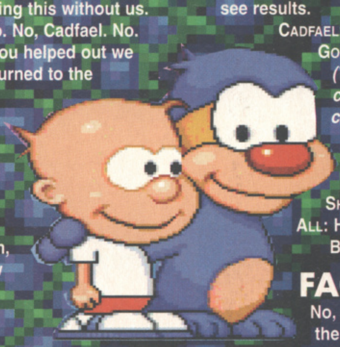


"My glasses, my glasses, I've dropped my glasses again."

SQUEAK

Sheriff: Dammit, Cadfael, you know I can't do that.
Cadfael: C'mon, Bill. You haven't got a chance of solving this without us.
Sheriff: No. No. No, Cadfael. No. The last time you helped out we had a village burned to the ground and forty-seven casualties – including an archbishop.
Cadfael: C'mon, Bill... you know we can do it.
(Sheriff stops suddenly.)
Sheriff: Dammit, Cadfael. *(World-weary sigh.)* Okay. Okay, you've got 24 hours. Just 24 hours, Cadfael – and I want to see results.
Cadfael: Okay, Sheriff. God.
God: It was him.
(They capture the criminal after an exciting chase.)
Cadfael: Now that's what I call a deus ex machina.
Sheriff: Oh, you guys.
All: Ha ha ha.

But anyway.



FACTS

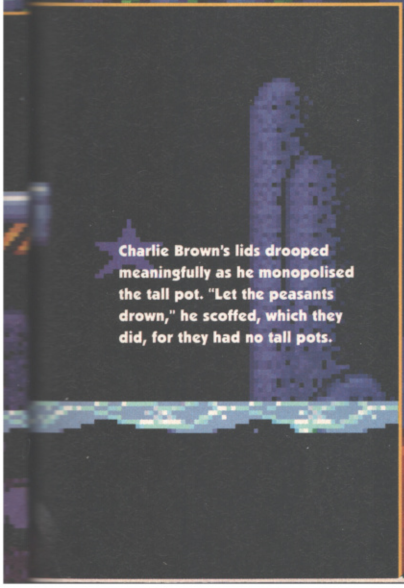
No, wait, listen. To justify the title, the characters are called Bubble and Squeak. You see? Bubble's the small bloke who looks like Charlie Brown undergoing a course of chemotherapy (and squeaks) and Squeak is the blue thing in the bathing cap (who blows bubbles). So basically it's Charlie Brown and Blue Thing. And it's by these names we shall refer to the characters from hereon. Nobody tells AMIGA POWER what to think.

You control Charlie Brown in the usual manner, with Blue Thing following moments behind. The idea, typically, is to leap around a lot and rescue some things by virtue of collecting gems. Blue Thing can help Charlie Brown reach otherwise inaccessible areas by throwing him in the air or, with the aid of some magic bubble-gum bought with coins dropped by destroyed monsters, piggy-backing him to success using powerful ankles. Truly, it proves the interconnectedness of all things. After freeing three hostages there's a bonus game where you swipe gems in return for extra lives, and at the end of a level there's a horizontally-scrolling shoot-'em-up bit.

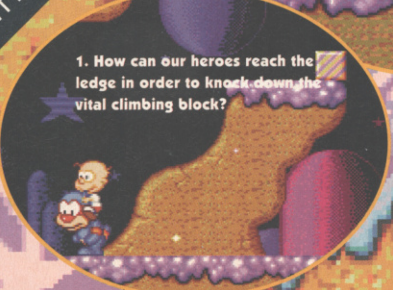
BASIC THINGS

Blue Thing is programmed to stay at your heels, with hilarious consequences. If you stop and change direction, he scuttles behind you to retain the distance. So if you're standing on a small platform (for example, one of the many lifts connecting sections of a level) or at the cusp of a cliff, he plunges to the ground. The slight delay before he reacts to your movements also leads to moments of high comedy, as he misses the perfectly ordinary jump you've just performed without a second thought and falls three-quarters of the way back to the beginning of the level. Yes, fine, he's supposed to be your patently stupid sidekick, and you have to shepherd him to a point where he can be useful, and there's a button to make him stop dead (accompanied by a sampled "Wait here!" delivered in a horrible cheery bratty whine: why

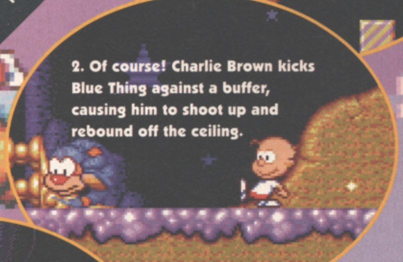
KICKING A BLUE THING FOR FUN AND PROFIT



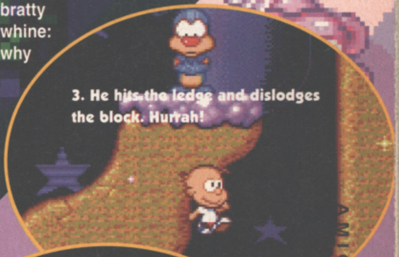
Charlie Brown's lids drooped meaningfully as he monopolised the tall pot. "Let the peasants drown," he scoffed, which they did, for they had no tall pots.



1. How can our heroes reach the ledge in order to knock down the vital climbing block?

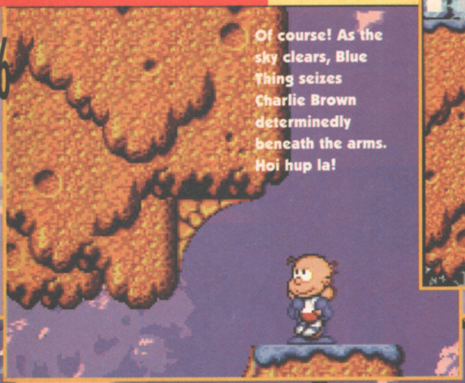


2. Of course! Charlie Brown kicks Blue Thing against a buffer, causing him to shoot up and rebound off the ceiling.

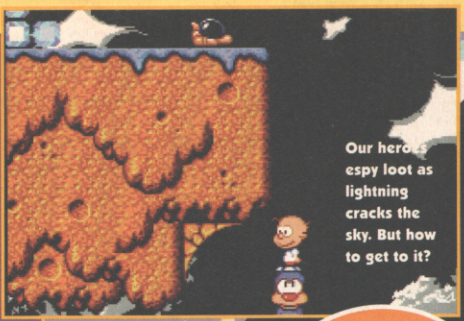


3. He hits the ledge and dislodges the block. Hurrah!

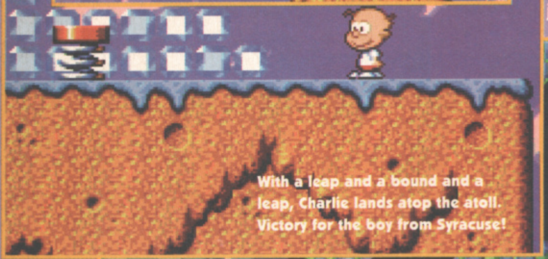
issue, along with a whole pile of top game reviews. Been waiting for *Lemmings 2: The Tribes*, *Flashback*, *Universal Monsters* and *Body Blows*? All these games and many more will be getting the AP review treatment. Plus! We'll have another batch



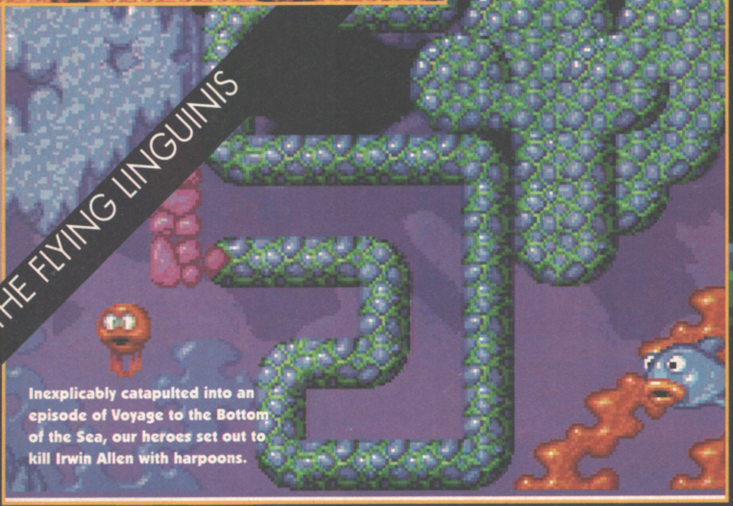
Of course! As the sky clears, Blue Thing seizes Charlie Brown determinedly beneath the arms. Hoi hup la!



Our heroes espy loot as lightning cracks the sky. But how to get to it?

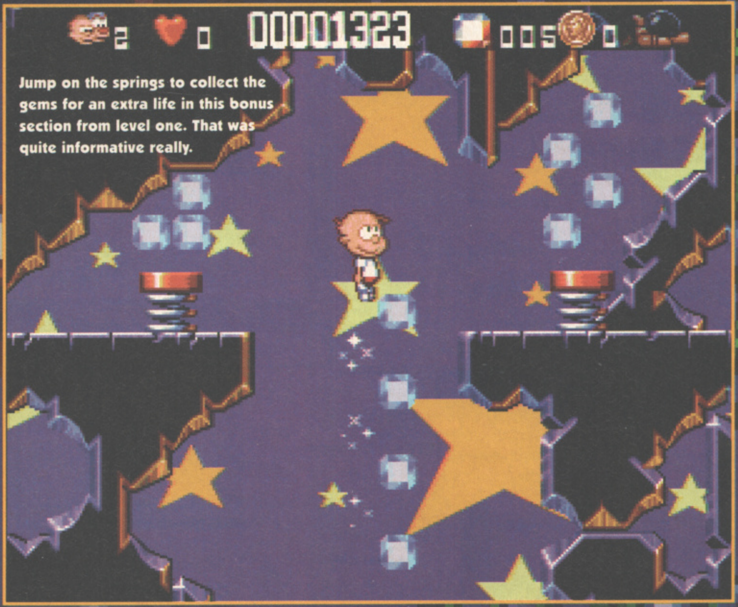


With a leap and a bound and a leap, Charlie lands atop the atoll. Victory for the boy from Syracuse!



Inexplicably catapulted into an episode of Voyage to the Bottom of the Sea, our heroes set out to kill Irwin Allen with harpoons.

THE FLYING LINGUINIS



Jump on the springs to collect the gems for an extra life in this bonus section from level one. That was quite informative really.

> **"Said TV's famous The Bible"**

do so many people think this is endearing and jolly? Horrible cheery bratty whines equal Macaulay Culkin, and therefore incite violence) but nevertheless it disrupts the flow of the game. Instead of zipping around and kicking Blue Thing through pipes and finding springs and Having Fun (and there's a lot of fun to be had, because the platform sections are scrupulously fair. Lovely and big they are, with lots of monsters, no leaps into the unknown, no slippy-slidey bits and no unavoidable traps) you have to take things slowly and carefully, or else equally pointlessly rush off on your own, spy out the land and then retrace your steps to fetch Blue Thing and do it all again. Bah.

The other problem with the platform levels, and one which is enormously silly, is that by way of a time limit, they fill with water. It's one of those ideas that almost (but not quite) makes it – when you're near the end of a level, and consequently most of it's underwater, if you make a mistake and fall off a platform, you will drown helplessly. Tcha.

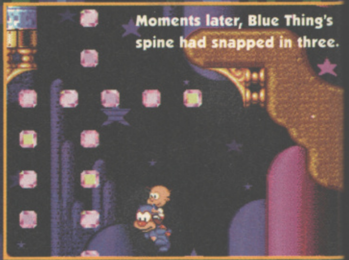
NICE THINGS

But I'm still playing it. And have been for some time. It hangs together far better than most plaform games, and the puzzles, usually involving getting Blue Thing to some frighteningly high ledge, are reasonably involved and satisfying. The shoot-'em-up bits (a sort of underwater *Nemesis* with our heroes in a ship remarkably similar to Palitoy's bath time favourite, Glug-a-Tug) add variety in a pleasantly laid back fashion. And remember how *("Matthew Squires" – Uncle Joe Stalin)* got all excited about attention to detail? *Bubble and Squeak* pays attention to detail. There's a look-ahead feature, so you can scroll the screen around to check the lie of the land. The game recognises the CD32 joypad, using a button to jump. (Cheers.) The monsters are neatly characterised – the best are the fowl with baseball bats who thwack your bullets back at you. And, heart-breakingly, when Blue Thing is standing still, his eyes follow you about the level, so if you're miles away and have a look around, there he is in the corner, watching plaintively for his best friend. Sob.

END

"What the Lord giveth, the Lord taketh away," said TV's famous The Bible, and, do you know, I like to think those words could have been written about *Bubble and Squeak*. It's a game which pummels you with frustration and stupidity, then (that important bit more successfully) strokes your fevered brow with the other. Let us take as an analogy the game itself. Charlie Brown (the fun of the game) grimaces at Blue Thing (the annoyingly foolish flaws) after the hapless creature has just fallen to the ground. Then his brow clears and he shakes his head amusedly, tutting in a kindly manner before jumping down to help his sidekick. Clouds pass from the face of the sun, birds sing and everything is substantially sort of all rightish.

● *JONATHAN NASH*



Moments later, Blue Thing's spine had snapped in three.

A1200

UPPERS A very playable platform game that avoids the obvious faults and is, shockingly enough in these modern times, A Lot of Fun. It's got nicely different sub-games, well-balanced puzzles, pots of character and, amazingly, good music.

DOWNERS *Bubble and Squeak* avoids the obvious faults right enough, but provides a new batch of its own. The clodding imbecility of your sidekick really gets annoying, and the ability to undo all your work with one poor jump does the game no favours.

THE BOTTOM LINE

The bad bits, which are fairly bad, aren't bad enough to smother the good bits, which are very good. Phew.

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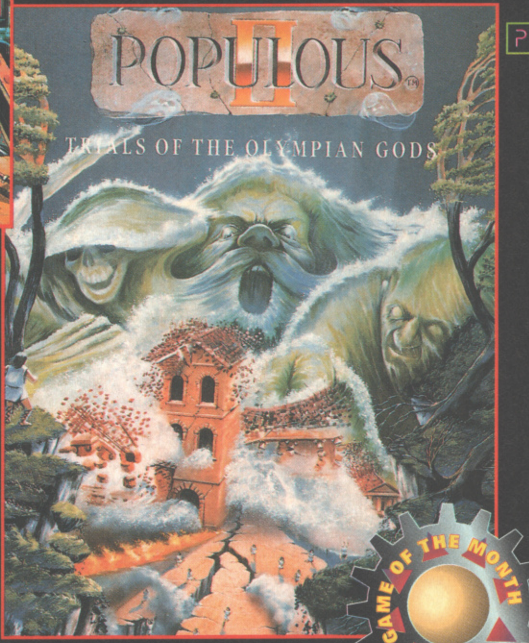
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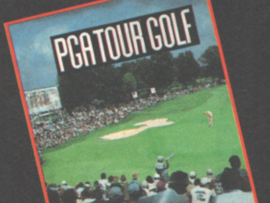

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EPIC

POPULOUS II

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Normal
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Screen shots taken from various computer formats

NEXT MONTH! Remember that guide to A1200 developments we promised you? Well, it's really going to be in the April issue, along with a whole pile of top game reviews. Been waiting for *Lemmings 2: The Tribes, Flashback,*

BUMP 'N' BURN

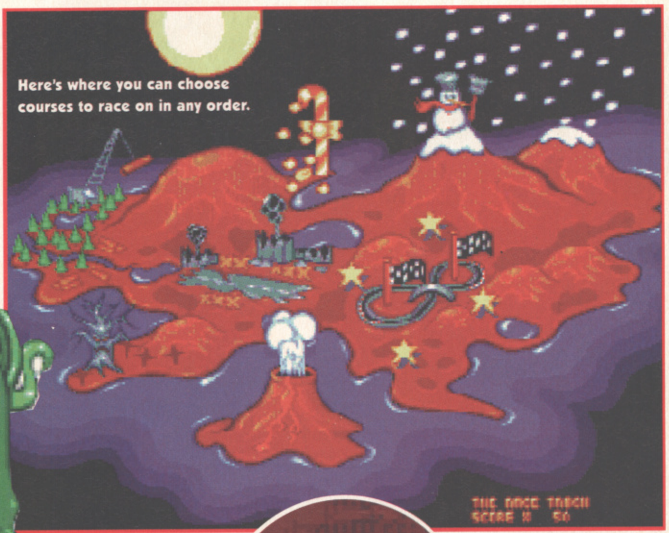
This just escaped having its name changed to 'Bumpy Burn'. Future 'n'-games won't be so fortunate.

Game: Bump 'n' Burn
Runs on: A500, A600, A1200
Publisher: Grandslam
Author: Peter Opdam
Price: £26
Release: Late July

Oh no. Not again. *Bump 'n' Burn* (or *Bed and Breakfast* as it's known due to those ghastly apostrophes) is going to get yet another of those *("Forthright" – Ed)* reviews that puts AP at odds with the whole of the computer game industry. You've got to ask yourself: why? Why? Why? Why? Why? Why? Why? Why? Why do we do it? It would be easier to submit to external and internal pressures and just say: "*("Dash" – Ed)* it, here's 87 per cent, thank you very much, shake hands and we can have some lemonade and a chat about it in the caff after work." After all, it's not as if there's anything intrinsically at fault with the game. It's a cutesy, competent(ish), technically proficient racing game, recognisably influenced by *Lotus Turbo Esprit* and embarrassingly obviously plagiarising *Super Mario Kart* and the cartoon Wacky Races. Great idea, eh? I sincerely wish it had worked.

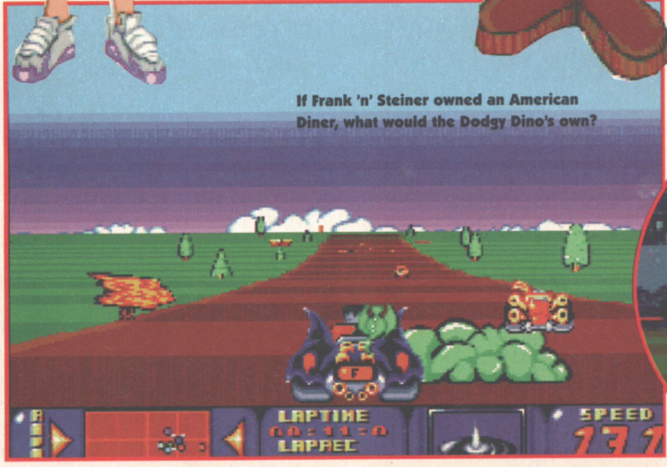
IMPUNITY

Probably the easiest way to explain why the game fails is to hold up the shining examples of each of the games it's emulating in turn. First, *Mario Kart.* It's structurally identical to *B&B*: you race against 'personality' opponents and zap them with 'personality' weapons. The graphics and courses of *Mario Kart* have been cleverly designed so you're always in the thick of the pack (the short tracks mean that you'll lap back markers and so still have people to scrap with) but have a clear view so you can fire accurately at other competitors. *B&B* has huge, rambling courses, with the competitors sticking together in a vast, leapfrogging bunch. Excepting the homing missiles, your weapons (oil slicks, walls and the like) are dropped from behind you, increasing the difficulty of hitting someone (already high due to the small amount of visible road ahead) and also robbing you of the pleasure of seeing your victim spin out. Worst of all the weapons are practically redundant, because you can floor the accelerator and pass any of the cars with impunity – only to see them zoom past you 10



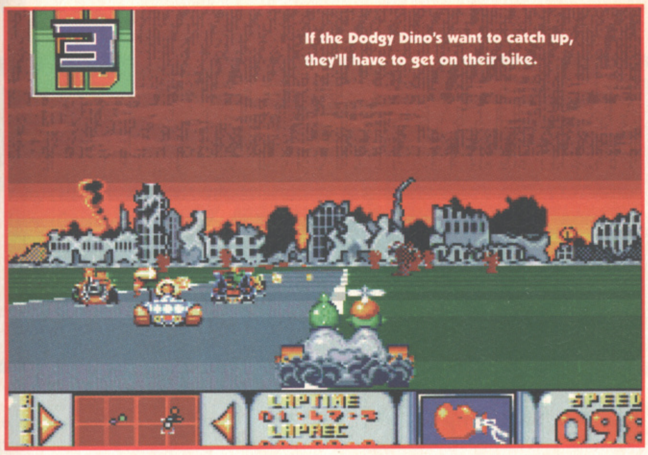
Here's where you can choose courses to race on in any order.

"The pleasure of seeing your victim spin"

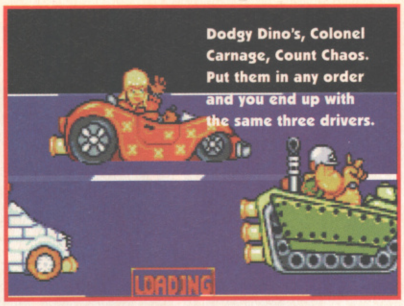


If Frank 'n' Steiner owned an American Diner, what would the Dodgy Dino's own?

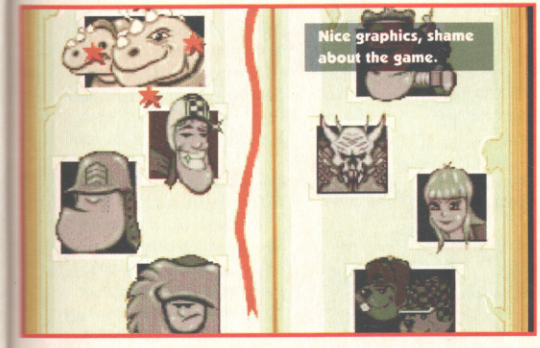
A car is a car is a car. I suppose there's some truth in that.



If the Dodgy Dino's want to catch up, they'll have to get on their bike.



Dodgy Dino's, Colonel Carnage, Count Chaos. Put them in any order and you end up with the same three drivers.



Nice graphics, shame about the game.

seconds later. If I were being kind-hearted, I'd accept the explanation that this is because the drivers cunningly employ their turbo power-ups, but, er, surely they can't be collecting these at twice the frequency you or I would find them? This phenomenon can be reduced to a deliberate mechanism on the programmer's part. The intention behind it is to maintain the challenge of the computer cars, but in practice it's infuriating. Imagine the situation. You've just spent two or three solid minutes trying to catch up with the pack. You do so and then manage to steal the lead. Suddenly, Count Chaos, or Colonel Carnage, or whoever turbo-boosts past you or hits you with a homing rocket. You wobble out of control for a few seconds. Meanwhile, the pack's overtaken you and you're left with a lot of catching up to do. Again. So, much (in fact, most) of your time is spent zooming along an empty track and watching the scenery.

SPECIAL

The actual driving mechanics are soggy as well. Step forward *Lotus Turbo Esprit*. With that game the circuits are short and interesting. You have to use the throttle a lot, especially when cornering and steering. For example, you're flat out and approaching a bend. Centrifugal force slews the car toward the outer barriers. You have to ease off the throttle to stay on the track, in extreme cases braking hard. This leads to a perceptible slowdown of both the graphics and the engine noise. If playing against a human player as well, they can hear the aural cue and work out roughly where you are on the course. Not one of these mechanics are satisfyingly implemented in *B&B*. There's no sense of acceleration, easing off the throttle on bends seems to have little effect, running into obstacles doesn't even slow your car (although the speedo reading drops) and the sound, although jolly in its own special way, tells you nothing.

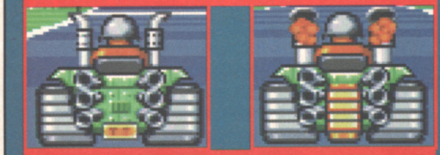
But the game scores highly when up against Wacky Races. The eight competitors are highly characterful, the graphics are lovely, with clean lines and great slabs of colour, and the animation is smooth and flicker-free. It's certainly more fun than watching the cartoon, anyway.

Bump 'n' Burn is a case of great idea, but markedly unfulfilling game. The manic compactness of *Mario Kart* has been fatally compromised, and the unreal, floaty way your car handles finishes off the illusion of driving. B&B's funny, in a funny kind of way. It's got a lot of character, in a characterful kind of way. Unfortunately it lacks addictive gameplay. In an unaddictive kind of way.

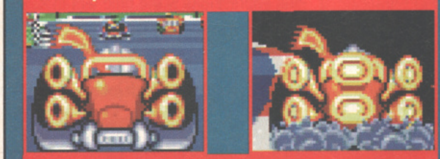
● ***STEVE McGILL***

TURBOCHARGER – ENGAGE!

Colonel Carnage in his getaway tractor. Yesterday.

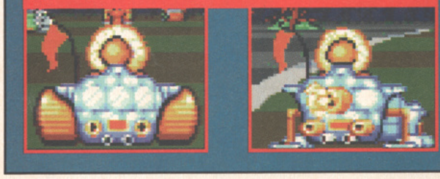


I've always said that six exhausts are better then four.



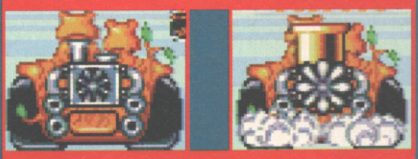
Loretta Lamour relies on hairdryer turbo power. Tcha.

Iggy Loo, or something, wasn't available for comment.



This Dragon chews without using Actizol.

Buck Toothed Beavers. Turbo heavers more like.



ZZZZZZZZZZZZooooooooooooommmmmmmmmmmmm.

UPPERS It's fast and colourful. Competitors are neatly characterised – everyone will have their own special favourites. Lots of tracks to race on. Lots of power-ups.

DOWNERS The tracks are too big – you just lose interest scenery-watching. If you get picked up by one of the random monsters, you have to wiggle the joystick to force them to let you down – try doing that with a joypad. There's no serial link for the two-player mode, just a cramped split-screen option.

THE BOTTOM LINE

Mario Kart on the Amiga with the people from Wacky Races? No, not really. *Bump 'n' Burn* borrows heavily from a great game, but doesn't capture its essential essence. Still has its own special charm, though.

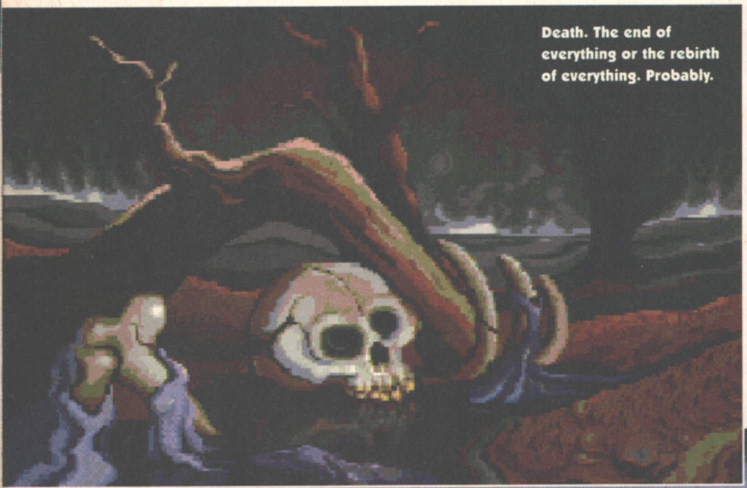
70 PERCENT

THE BOTTOM LINE

A1200 As different as Count Chaos and the Creepy Coupe. Eh, Grandslam?

They came across the desert in leather trousers, with wildness in their eyes. Life hard

BURN



Death. The end of everything or the rebirth of everything. Probably.

Game: Burntime
Runs on: A500, A600, A1200
Publisher: Kompart
Authors: Max Design
Price: £30
Release: TBA

You know how it is these days. Corrupt, crazy, corporate, caustic, capitalist, consumerism has a voracious, unrestrained, knows-no-bounds, destroy-all-in-its-path appetite. The planet itself is being ripped to shreds in the name of moisturisers with age-defying complex and action liposomes, cheeseburgers with extra World Cup-size bites and American-style relish, and nappies with super-absorbency for extra confidence and dryness. So at least it's being done for something worthwhile. Ain't progress great, eh?

Not that it really matters anyway. By the time we exceed critical mass and ecological meltdown occurs, I'll be dead. So that's all right then. Nothing to worry me there. *(Except being dead, obviously. – Ed)*

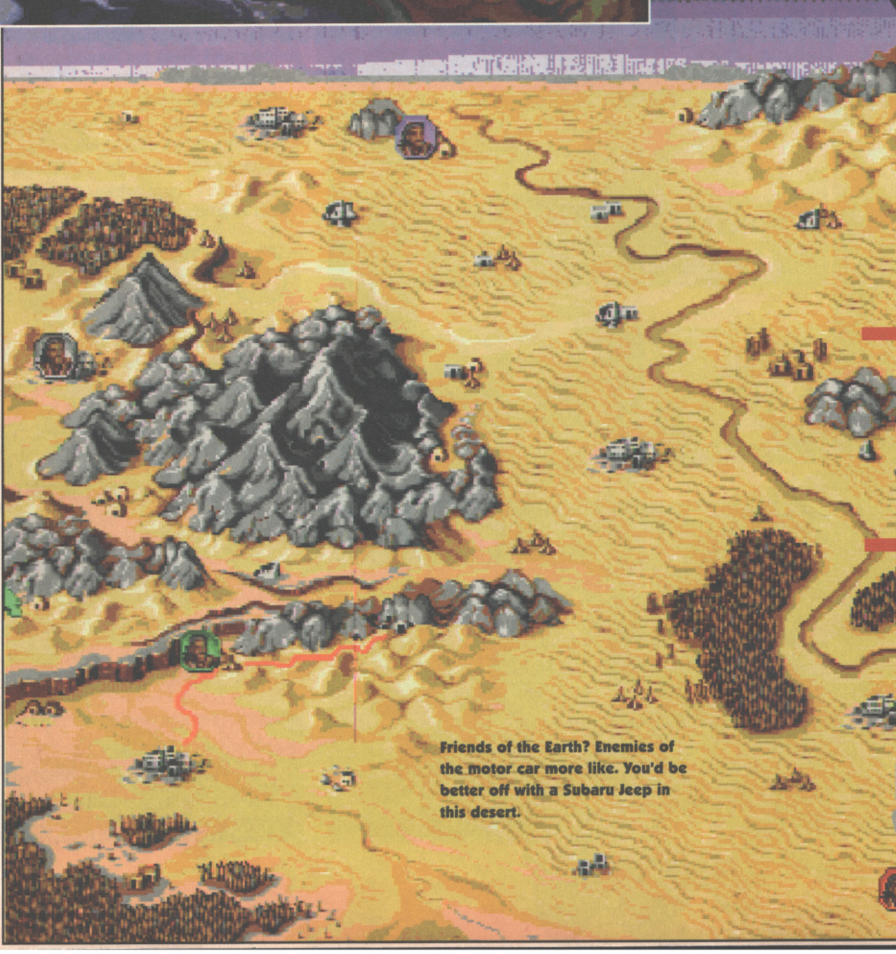
Fortunately for Mother Earth, Greenpeace's altruistic diehards refuse to accept the inevitability of temporal toxicity and have directed all their public awareness resources and heroic efforts into fighting the forces of apathy, greed, waste, destruction and authoritarian sanctioned espionage, and then getting blown up by the French secret service. And here's *Burntime* – the game of the principles of the group endorsing the game, if you see what I mean.

"Recruit followers, feed and water yourself"

SIZZLE

The point of *Burntime* is to guide your character over a large-ish post-apocalyptic desert map, recruit followers, feed and water yourself, and overthrow and control all the major cities. Helping not at all with first impressions is the bald fact that you're going to die a lot on your fledgeling outings. It's the only way that you'll make any real progress, because the game's all about sussing out which locations are best for developing as bases, which are best as water sources and which as food sources, where you can easily find doctors and merchants, and so on. Obviously you don't want to know everything at the start, but killing you off with maddening frequency goes beyond the pale.

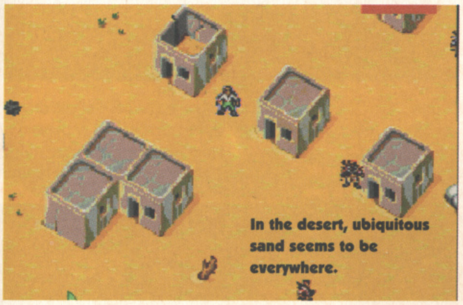
The laughable graphics are another point against the game. They look exactly like Speccy UDGs and move in such a horribly tortured manner that actually meeting other characters is made that much more difficult. But, as we constantly



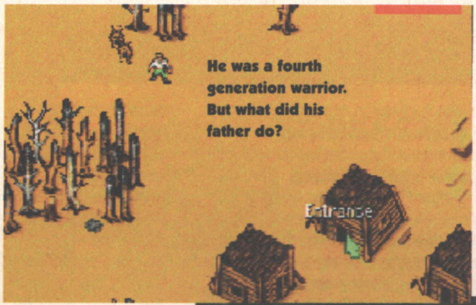
Friends of the Earth? Enemies of the motor car more like. You'd be better off with a Subaru Jeep in this desert.

Life hard in those bitter years after the...

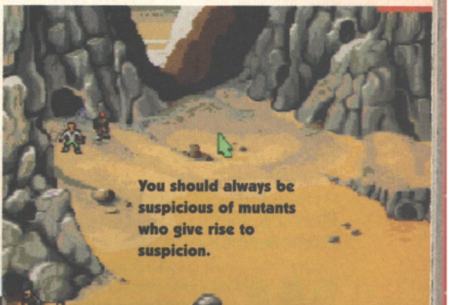
TIME



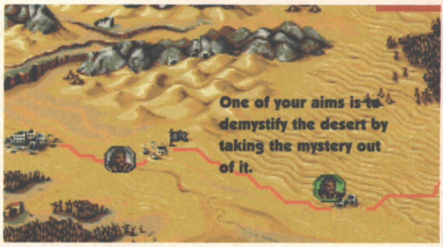
In the desert, ubiquitous sand seems to be everywhere.



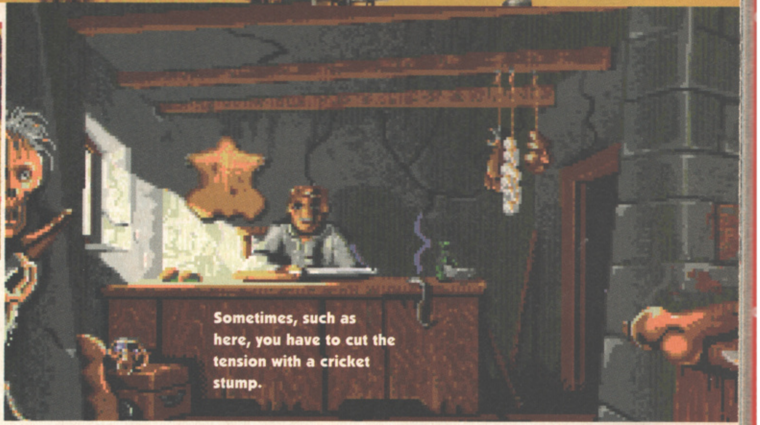
He was a fourth generation warrior. But what did his father do?



You should always be suspicious of mutants who give rise to suspicion.



One of your aims is to demystify the desert by taking the mystery out of it.



Sometimes, such as here, you have to cut the tension with a cricket stump.

preach to you, good graphics don't make a good game.

And *Burntime* is a good game. Not a great one, but a good one. On the first couple of plays, I got all prickly and restless. "This is tedious crap," I thought. And I was mostly wrong. *(It was entertaining crap? Oh, never mind. – Ed)* The reason for this conclusion was simple.

JUGGLING

After the initial, uncomfortably extended settling-in period as I grappled with the ideas and challenges of the game, things begin assuming a definable shape. You can only carry so much precious life-sustaining food and water. It lasts a finite chronological period before replenishments are required. Considering that your main objective lies in the recruitment of people from the various towns, cities and settlements scattered around the desert, it makes sense to ensure you're carrying enough to see you safely on your way to the next town.

As soon as you've recruited some followers, you use them to take, secure and hold the aforementioned settlements. This isn't as much of a problem as it sounds, assuming, of course, that you've read your basic strategy handbooks and made a thorough reccy of the area. The trick (and hence main fun of the game) is juggling the variables required to reach the heady heights of overlord of all you survey. Generally this involves maintaining a supply of vittals to your people, and pushing them around a bit so they feel up to defending your territory or storming a low country. In order to do this, you've got to recruit technicians who can, quite metaphorically, make something out of nothing. Have your followers dredge conquered settlements for large piles of rubbish, hand them over to your technicians, and before you can mention plagiarising the A-Team, you've got some terrible weapon that nevertheless looks nice on a mantelpiece, or something.

So. Well-composed conclusion time. It's an odd, but on the whole satisfactory, jumble is *Burntime.* The ideas are certainly nothing new: it borrows from everything from *The Settlers* to that number-crunching favourite *Kingdom.*

You get a lot of interesting tussles and sieges, but you also have to contend with trudging around in a half-aimless exploratory manner for a fair bit of the game. It's certainly not outstanding or excellent or anything like that, but it is solid, dependable and performs well. "Vorsprung durch technic," as Greenpeace might say if they had a mind to joke about the tool of the devil that is the internal combustion engine.

● ***STEVE McGILL***

MAD MAX FACTORS

Get a head in advertising.

Has he had his Weetabix?

Ray Bahn needs some shade.

Lead free diets were appreciated

He loves the smell of napalm.

Pro vitamin B plus stinks.

Even Jesus had a hard time here.

Use only natural fibres kids.

▲ **UPPERS** Engaging storyline. Nice mix of strategy and adventuring. Lots of interaction with characters.

▼ **DOWNERS** Generally crap graphics. Lots of trudging around to do. Very rarely can you enter a fight and come out of it unscathed.

THE BOTTOM LINE

Not suited to everyone's tastes. If you're into adventures or strategy games then you'll like this one. *(Aarghh. – Cop-Out Ed)*

74 PERCENT

THE BOTTOM LINE

A1200 It looks better on the A1200.

WORLD CUP '98

EMPIRE SOCCER

As the build-up begins for the 1998 World Cup in France, AMIGA POWER brings you five pages of advance reviews of the games that'll be hoping to capture the spirit of France '98. (And not, for example, a bunch of football games that, for various reasons, we didn't get in time to review before the end of this year's World Cup.) Vive le football.

Game: Empire Soccer '94
Publisher: Empire
Runs on: A500, A600, A1200
Authors: Graftgold
Price: £26
Release: Out now

When I first saw this game being previewed in the PC Gamer office a couple of months ago, I've got to admit that I was overwhelmingly unimpressed. The pitch looked too small and the animation of the huge sprites seemed stiff and unwieldy. The gameplay lacked depth and mainly consisted of both players trying to outdribble the other before unleashing a shot. All in all, it looked like fodder for a hatchet job. *("A game fit for authoritative, in-depth review." – Ed.)* That's why I wasn't looking forward to the game coming in at all.

How astoundingly, smotheringly surprising then that this is going to be only the second time ever that I've awarded a game 90 per cent. But why? There are so many football games around at this particular moment in time that any new one has to offer something really special even to find itself kicked into the 80 per cent AP stratosphere.

The reason for *Empire Soccer*'s exceptional score is simple: gameplay. And depth, and fun, and lastability. Don't let the initial impression of superficiality put you off. This is merely a pointer to the ease with which you can pick up the game and immediately start playing. Trust me.

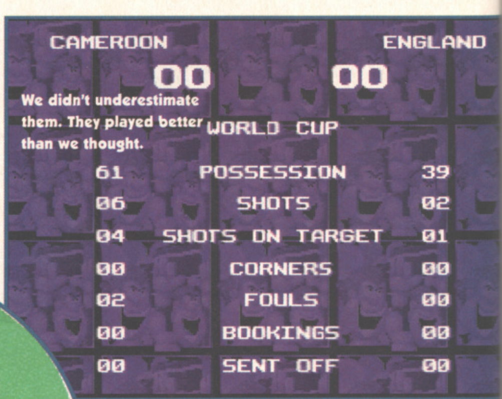
Before I begin waxing lyrical about how much fun you can have with *Empire Soccer*, I'll discuss and definitively dismiss some of the criticisms aimed at the game by a couple of fellow journos – namely, *("Cam" – Uncle Joe Stalin)* and JD.

SPEED

JD said that he found the restricted view a bit limiting. Ordinarily, I'd agree: a restricted view has spoiled many a footy game, and *Empire Soccer*'s is limited in the strictest dictionary sense of the word. Take, for example, the kick off. There's just about enough space to fit the centre circle in. But (and this is an absolutely huge completely unignorable gargantuan, but) look at that gamedozer among games, *Speedball 2*. Its view is every bit as peripherally limited as *Empire Soccer*, but it detracts from the game not one infinitesimally imploded iota. After a trifling amount of practice you know exactly where your players are going to be as you hoof out a pass, and the larger sprites make for a more easily-followed, zippier game.

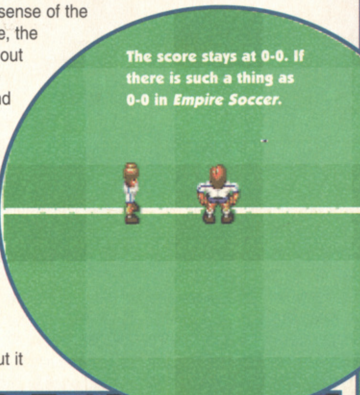
("Cam's" – Uncle Joe Stalin) criticisms were aimed mainly at the apparent shallowness of the game. "It's one of those grab-the-ball-and-dribble-it-through things, isn't it? Simplistic drivel that crumbles before the mighty powers of *Sensi*," he sneered. An obvious comment, but one steeped in specious logic. *Empire*

"Get off and plant your feet"

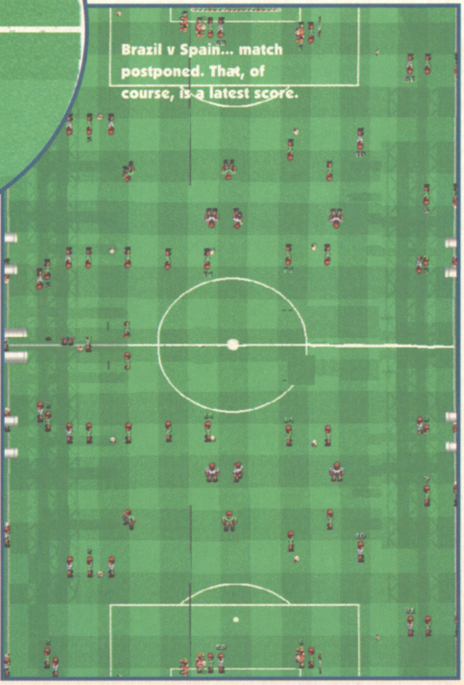


We didn't underestimate them. They played better than we thought.

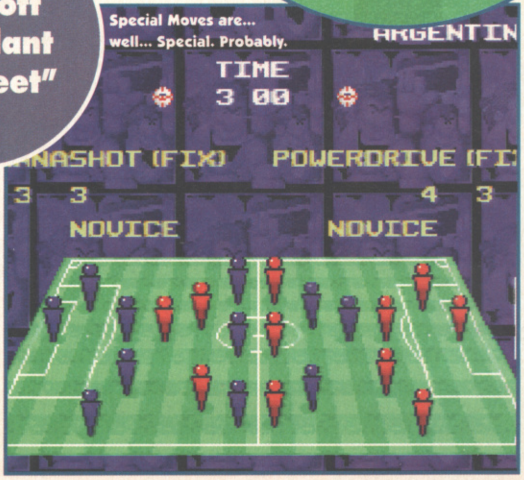
CAMEROON		ENGLAND
00		00
	WORLD CUP	
61	POSSESSION	39
06	SHOTS	02
04	SHOTS ON TARGET	01
00	CORNERS	00
02	FOULS	00
00	BOOKINGS	00
00	SENT OFF	00



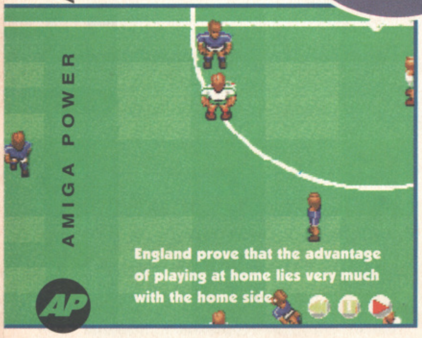
The score stays at 0-0. If there is such a thing as 0-0 in *Empire Soccer*.



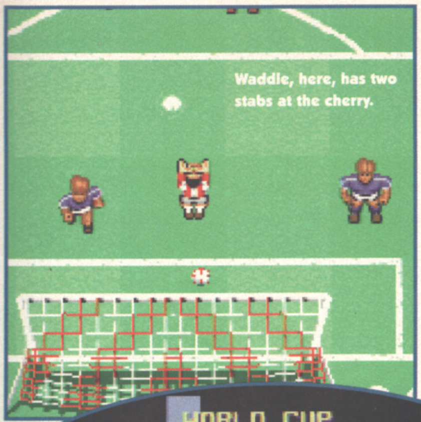
Brazil v Spain... match postponed. That, of course, is a latest score.



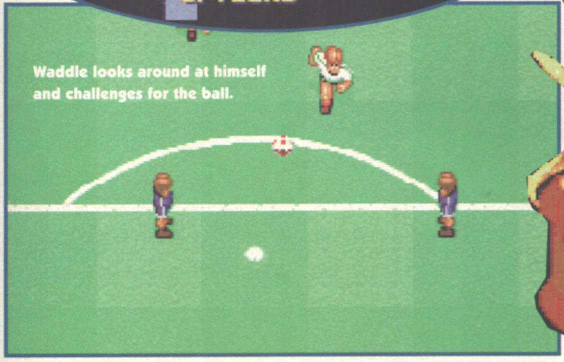
Special Moves are... well... Special. Probably.



England prove that the advantage of playing at home lies very much with the home side.


Waddle, here, has two stabs at the cherry.

WORLD CUP
EXHIBITION
TRAINING
OPTIONS
Okay, I don't know why it's here either.


Waddle looks around at himself and challenges for the ball.

Soccer wallows in (admittedly hidden) depth. Fairly predictably, but none the less welcome for it, each of the 32 teams plays differently. (But you can equalise their abilities for a straightforward match.) Bettering *Speedball 2*, there are five team formations to master, from a wholeheartedly aggressive 5-3-2 to a weedily protective 2-4-4. And (best of all) there are special powers. The box below describes them in attractively-illustrated detail, but basically you can beef up your play with an unstoppable Power Drive, improve your goalkicking chances with Snap Shot, baffle interceptions with the Banana Shot, litter the pitch with unconscious opponents with Super Barge, carve furrows in the mud with Speed Burst, or fox tackles with Super Dribble. It all adds to the zingy unreality of the game, allowing you to (for example) score fantastically exaggerated, comic book curving goals, or blast the ball three-quarters of the length of the field to your waiting shooter, which is a Good Thing. Even so, you can turn off the special powers if you feel it's Just Not Football. Blinkered fools.

And, yes, you can indeed dribble the ball up the field and run it into goal, but only if your opponents have inexplicably forgotten how to tackle. Such tactics can also be quashed by de-velcroing your boots and switching to the "professional" game, which demands a passing style of play that'll appeal to those who really can't be torn away from *Sensi*.

CORKSCREW

By now, you may have guessed that I like *Empire Soccer* a lot. I've refrained from the inevitable footballing comparison cliché of, "It's good, but not as good as *Sensi*." *(So it's not really inevitable then. – Ed.)* It's not trying to be *Sensi* – the only thing the two games have in common is the word "soccer" in the title and the objective of trying to score more goals than your opponent.

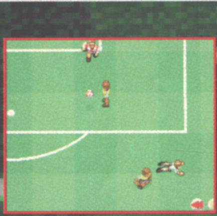
Empire Soccer is a far more arcadey (but not simplistic) game, with the emphasis on cartoony larger-than-lifeness (though not at the expense of playability). In fact, if you load up *Sensi* after playing *Empire Soccer* for a bit, *Sensi* seems sedate, slow, tiny and pedestrian by comparison. It's a weird perception. Imagine the following by way of analogy. You've just been on a roller-coaster, or the Corkscrew, or the Black Hole or whatever. As soon as you get off and plant your feet on solid ground, the rest of the world feels distinctly odd for a couple of minutes. That's what it's like playing *Sensi* after *Empire Soccer* – distinctly odd.

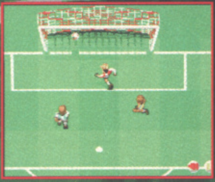
So go on, buy this game. If you do, it can only encourage Graftgold to do better next time. Because it's not perfect. There are quite a few *Sensi* and *Speedball 2* features that could be further bolted on to make it one of the best games of all time, the most important of which would be the ability to customise and personalise your own football teams. I'd love to be able to play as *(Nngh. – Ed)* Kilmarnock FC.

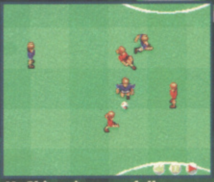
But these are only small gripes. *Empire Soccer*, as it stands here and now, is a fast, fabulous, fantastic, frolicsome, fruitini, fandango, flavoursome footballing fest. Do your friends, your Amiga and, most of all, yourself a favour. Even if you've got *Sensi*, grab hold of *Empire Soccer* today. It's a winner.

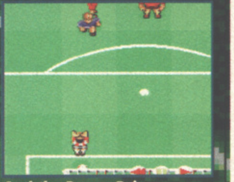
● ***STEVE MCGILL***

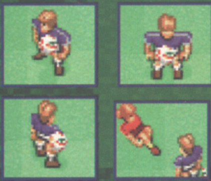
SPOT THE BALL

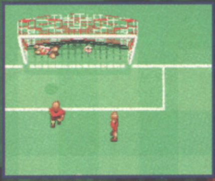

It's hard to show you here. But this goal...

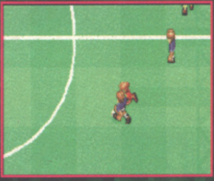

...is a perfect example of a Banana Shot.

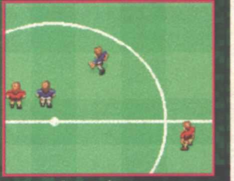

McSkimming carefully avoids the tackle...

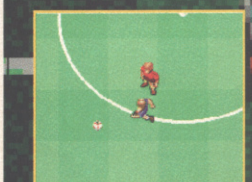

And the Power Driven goal wins the match.

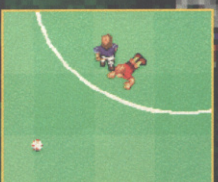

Collect the ball, spin, rotate, spin again...

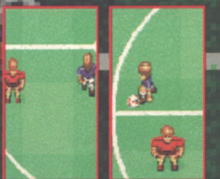

...and shoot. Goal! A perfect Snap Shot.

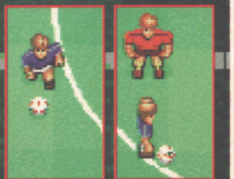

Williamson picks up the ball on the run...


...Speed Bursting past the fastest defender.


First you lull them into a false sense of security.


Then you Super Barge them into the dust.


You've got the game under wraps.


Super Dribble about a bit. Just to be smart.

UPPERS Speed, playability, fun, involvement, hidden depth, special powers, variable formations, team line-ups, strategies and tactics. Booked players have a little yellow card displayed on their shoulder so that you know to hold back from heavy tackles (but don't).

DOWNERS Irritating copy protection. You can't customise your own teams or individual names of players. Replays are too short and you can't save them to disk. Special powers can be tricky to use. The whistle will blow for half- or full-time even if you're lining up for a free kick. There's room for improvement: individual player stats, leagues and that customisation, off the top of my head. And, bizarrely, you get only two points for a win instead of three.

THE BOTTOM LINE

It's *Speedball 2* for footy fans (or footy for *Speedball 2* fans, if you like). A great fun, hugely playable game that's well worth buying, but with just enough nibbly faults to warrant a Version 1.1. How about it, Graftgold?

90 PERCENT

THE BOTTOM LINE

A1200 No 1200 specific version yet, but such a game demands the ability to use a CD32 joypad. Clamours for it, in fact.

WORLD CUP '98

KICK OFF 3

Game: Kick Off 3
Publisher: Anco
Author: Steve Screech
Runs on: A1200
Price: £26
Release: Out now

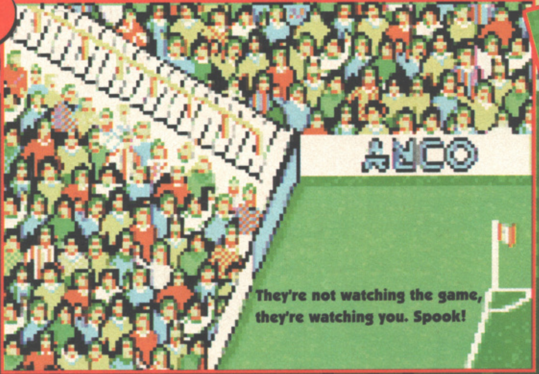
By now, everybody in the world knows the rather sad story behind the belated release of *Kick Off 3*. Apparently, Anco decided that the computer press couldn't be trusted not to copy the game and distribute it to their piratey friends. Pah! Looks like an end to that particular lucrative financial avenue then. The next thing you know, we'll have to start writing games reviews for a living. Where would we be then, eh? We'd probably have to tar ourselves with some kind of an alternative 'lack of integrity' brush.

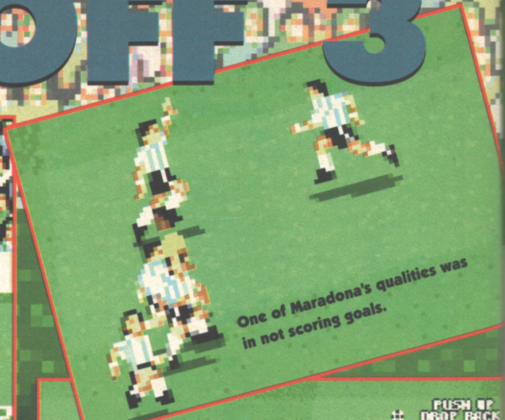
BODIE & DOYLE

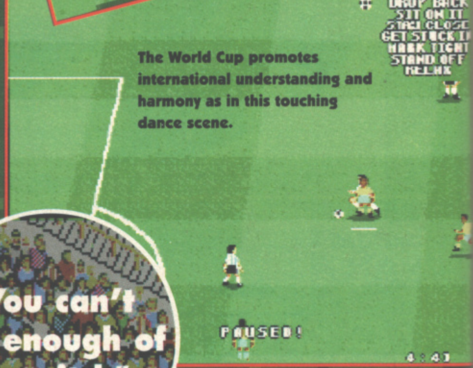
Don't worry. We're professionals at AP. We don't let insults like Anco's influence us one bit. If the game's a goal scorer, we'll say so. If it's crap or lacklustre, expect us to point that out in as fair and logical a manner as possible. Ain't we top, guys?

The first thing that should strike you about this review is that it's on one page. Generally, that's an excellent pointer to the importance we attach to the game. It was hardly awaited with baited breath or raised expectations. Dino Dini doesn't work for Anco any more, and this *Kick Off* offering, unfortunately, suffers for it.

It's a side-view game à la *Wembley International Soccer* (AP39, 85%) and *John Barnes Football* (AP14, 74%). It suffers from the usual malady associated with this style of computer footy – you can't see enough of the pitch. To compensate for this, a scanner is provided. So that's all right then. (Sort of.)


They're not watching the game, they're watching you. Spook!


One of Maradona's qualities was in not scoring goals.


The World Cup promotes international understanding and harmony as in this touching dance scene.

The other typical hitch of side-view games is here as well: large, stiffly-animated sprites. When the footballers run full flight, side-on, they look remarkably like the Blue Meanies from The Beatles' animated extravaganza Yellow Submarine. It's a staccato motion that looks awkward and tends to play up the (subliminally quite nauseating) jerkiness of the scrolling.

> "You can't see enough of the pitch"

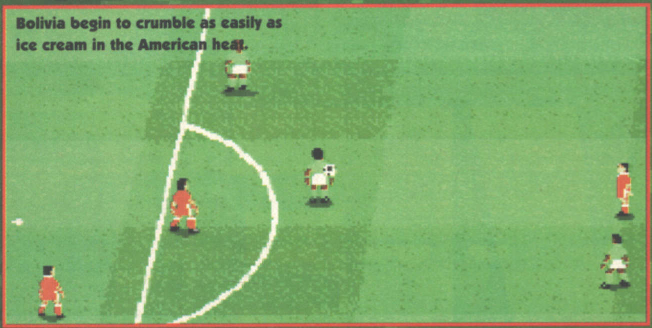
PUNT

The gameplay isn't so much off colour as not quite on song. *Kick Off 3* successfully defeats the 'pinball' feel of the previous games, but has a stupid fault of its own. In this version, you can only utilise full control of the game with a two-button joystick: the second button takes care of pinpoint passing. Badly. You can play using a single-button stick, but you'll have to cope without the passing feature. Haven't Anco heard of options screens where you can choose between single- and two-button joysticks? *Brutal Sports Football*'s got one, and *Wembley International Soccer* automatically detects what sort of controller you've plugged in so that you don't even have to toggle an options screen.

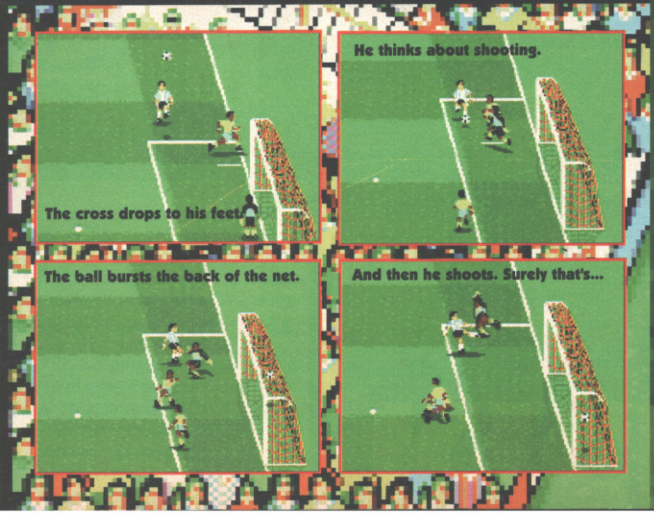
It's a ridiculous 'feature' and one that reeks of marketing arrogance and myopia: the same arrogant myopia that accuses games mags of being frontmen for pirates. And don't think that I'm saying this because I'm upset at my integrity being questioned. Consider the following. The game comes on two disks, but, can you guess, doesn't recognise a second disk drive. Does this strike you as the sort of programming that pays attention to detail? Thought not. Furthermore, there are crowd chants and the like throughout the game. But when you score, the silence is deafening. It robs you of the sense of achievement, and that is most definitely a Bad Thing – I'm taking three percent off for that transgression.

EXTRA TIME

If you're in the market for a side-view football game, go for *Wembley International Soccer*. It has more straightforward controls and far more options to help customise the gameplay and tactics. Avoid *Kick Off 3*. It's a bit of a Duncan Ferguson, the over-priced Rangers striker, in the gameplay stakes: ie, a waste of money.
● *STEVE McGILL*


Bolivia begin to crumble as easily as ice cream in the American heat.

TIME LAPSE ANIMATION


The cross drops to his feet.
He thinks about shooting.
And then he shoots. Surely that's...
The ball bursts the back of the net.

UPPERS It looks nice and the goal netting looks exceptionally nice. Er, that's it.

A1200

DOWNERS Bad translation of the console version. No second drive recognition. A1200 version only uses a two button joystick. No crowd roar on scoring a goal. Wading through the user unfriendly option screens is a bit of a drudge.

THE BOTTOM LINE

Side scrolling footie games can be fun. *Kick Off 3* isn't much fun. Certainly not in the same league as *Wembley International Soccer*.

69 PERCENT

WORLD CUP '98

WORLD OF SOCCER

Game: World of Soccer
Runs on: A500, A600, A1200
Publisher: Challenge Software
Authors: In-house
Price: £20
Release: Out now

Prepare yourself for the shortest review ever to grace the pages of AP: *World of Soccer* is crap. It's overpriced, it's boring and it's got one of the worst front ends that I've ever seen on any type of game. Ever. Review over.

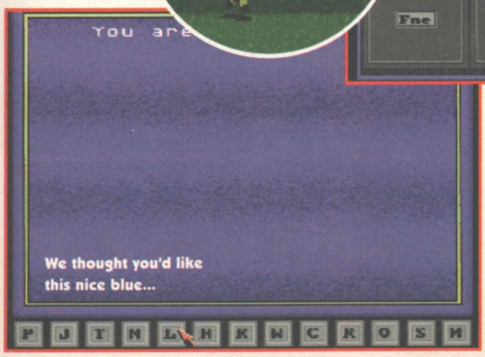
You want to know more? Okay, let's start with the preliminaries. *World of Soccer* is a football management game. It's been written in *Hi-Soft Basic* and pays about as much attention to detail as Wile E Coyote does to safety.

You know that you're in for a treat from the very beginning. About thirty seconds after booting up, you're requested to click the left mouse button. For no reason whatever. Around twenty seconds later, a title screen appears. It's so poor it's laughable. It's got to be a joke – it looks like the first lesson you ever took in dithering with *D-Paint 4*, but worse. Far worse. Title screens are supposed to build a sense of anticipation in the nervously eager gamer. *World of Soccer*'s induces a sense of humorous dread of what's to come. Unsurprisingly, the game delivers with a pathetic aplomb akin to the murmurings of a dejected puppy dog.

TERRIBLE

After choosing to continue with a saved game or start anew, you're faced with a poorly designed front end. Take a look at the screenshots. I've spared you nothing and deliberately flagged the opening screen. Spit at it on the page. Show your friends. Let them know that games like these are the enemy of innovation and progress. They're a retrograde step. It's almost as if the programmers had decided to incorporate everything shoddy and lacklustre they could think of into one game.

"Pathetic aplomb akin"


You are

We thought you'd like this nice blue...

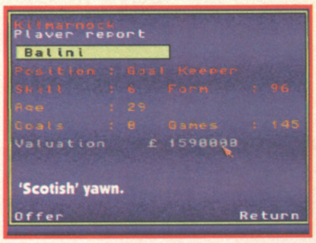
UNSPEAKABLE

If you think I'm going overboard, consider this. There are thirteen optimistically-named icons on the bottom of the screen, allowing you to access various parts of the game, as per usual. But they're not icons. They're words. Words like "(R)eview" to review your next fixture, and, er, "(K)" to save or load your game. Take a moment to guess how the icons work. Hands up all those who suggested something along the lines of typing the bracketed letter? Nope, sorry, wrong. In fact, you click within the bracket. (There's no keyboard option.) Now, I'm not a game designer, but I do know that I'm being forced to work at least twice as hard as I should. If you're going to decorate icons with letters, make their function accessible from the keyboard as well. Alternatively, and prepare yourself for a bit of radical thinking here, why not have icons that are little pictures hinting at their function? Hmm?

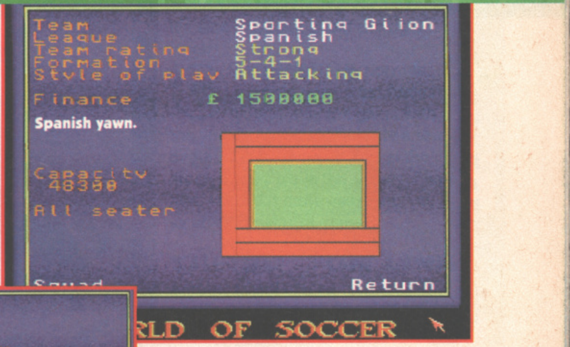
You can choose to become manager of several clubs, many of which are in foreign leagues. Being a Scotsman, I naturally chose the Scottish league. Only it was spelled 'Scotish' and it consisted of sixteen teams. Surely, as they say, that's a foul ref. I relented a bit when I saw that Kilmarnock *(Nngh. – Ed)* was rated as one of the 'strong' teams. But the next moment the kindly, avuncular smile had slipped away. The game assigns these strengths randomly. It doesn't even have the decency to make a half-hearted attempt at naming any of the proper players for each team. You're supposed to do that yourself.

I could go on, but frankly folks it just isn't worth it. Games like this are the enemy of the Amiga market. The saddest thing about the whole affair is that this game will probably sell quite a few units because it's got 'Soccer' in the title. That means that there's going to be less money around for good games like *Empire Soccer* or *Sensi International Edition* or even Empire's *World Cup Year '94* compilation. Please don't buy this. It's absolutely awful.

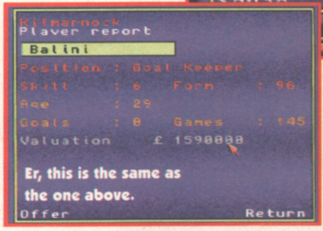
● ***STEVE MCGILL***


Kilmarnock
Player report
Balini
Position : Goal Keeper
Skill : 6 Form : 96
Age : 29
Goals : 8 Games : 145
Valuation £ 1598000
Offer Return

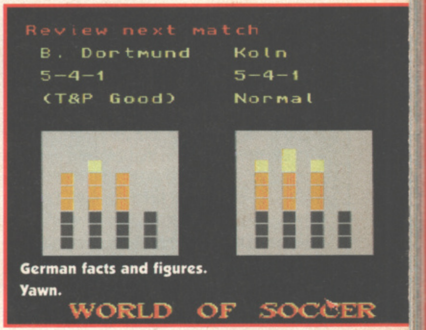
'Scotish' yawn.


Team Sporting Gijon
League Spanish
Team rating Strong
Formation 5-4-1
Style of play Attacking
Finance £ 1500000
Capacity
48300
All seater
Squad Return
WORLD OF SOCCER

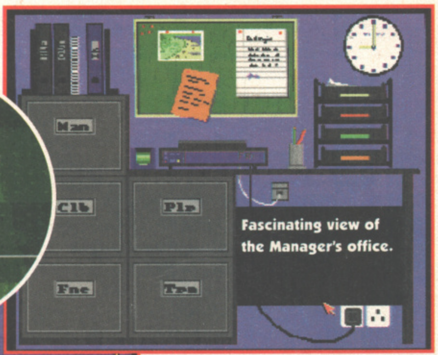
Spanish yawn.


Kilmarnock
Player report
Balini
Position : Goal Keeper
Skill : 6 Form : 96
Age : 29
Goals : 8 Games : 145
Valuation £ 1598000
Offer Return

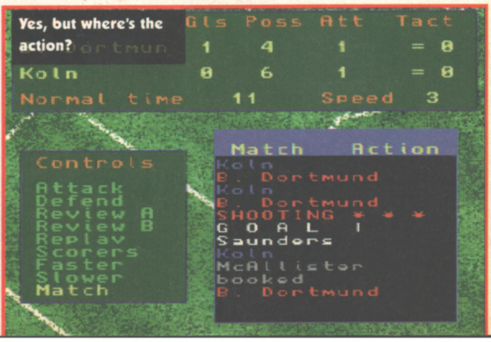
Er, this is the same as the one above.


Review next match
B. Dortmund Koln
5-4-1 5-4-1
(T&P Good) Normal
WORLD OF SOCCER

German facts and figures. Yawn.



Fascinating view of the Manager's office.


	Gls	Poss	Att	Tact
B. Dortmun	1	4	1	= 0
Koln	0	6	1	= 0

Normal time 11 Speed 3

Controls
Attack
Defend
Review A
Review B
Replay
Scorers
Faster
Slower
Match

Match Action
Koln
B. Dortmund
Koln
B. Dortmund
SHOOTING * * *
G O A L !
Saunders
Koln
McAllister
booked
B. Dortmund

Yes, but where's the action?

UPPERS After about five minutes of solid concentration, nothing's come to mind.

DOWNERS The front end. The complete lack of any worthwhile graphics. The match commentary. A lack of attention to just about every aspect that makes a football management game worthwhile.

THE BOTTOM LINE

World of Soccer is a total waste of money. Treat it as you would a vampire, and thrust a stake through its heart today.

5 PERCENT

THE BOTTOM LINE

A1200 It runs on the 1200. Destroy your machine to prevent this.

WORLD CUP '98 WILD CUP SOCCER

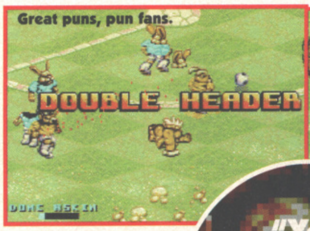
All good things must come to a sequel – so they say.

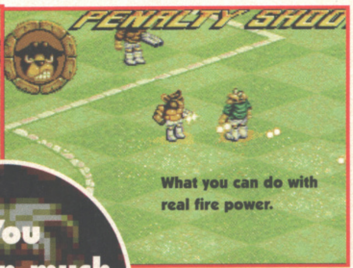
Game: Wild Cup Soccer
Runs on: A500, A600, A1200
Publisher: Millennium
Author: Teque Ltd
Price: £25.99
Release: Out now

Or *Brutal Sports Soccer* by another name. *(Hang on, let's get something straight. Football is the famous sport involving kicking a ball with great skill into the opponent's goal. Soccer is a vile euphemism used by American people who wrongly consider their game, American Football, to be football. – Ed.)* We're looking at Millennium's pop at the World Cup gravy train, but as you'd imagine from the team that brought us *Brutal Sports Football* (AP32, 88%) this one's kind of different from the rest. The thinking behind *Wild Cup Soccer* seems to have been this: if *Brutal Sports Football* made us loads of cash and got great reviews and was a pretty funky game, then we can do it all again for soccer with the minimum of play testing, changes or thought and still make pots of cash, right?

Wrong.

Cataloguing everything that's wrong with *Wild Cup Soccer* would take much more than this humble page, so you're getting just the highlights. Before that, it's worth telling you that the teams are made up of goblin-type thingies and the setting is some sort of Tolkienesque past where burly warriors play footy to win the Wild Cup. As well as taking part in the Wild Cup compo, you can also play (ho ho) an 'unfriendly' or in a league, but more of that in a bit. In the mean time – the problems.


Great puns, pun fans.



What you can do with real fire power.

> "You can run much faster if you go right"

WHAT'S UP?

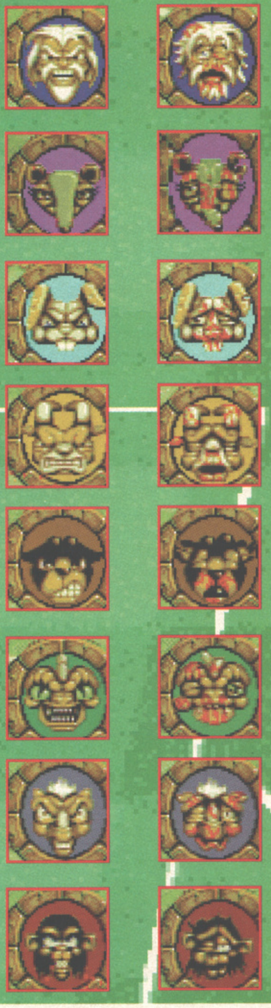
- The sound consists mainly of naff music and crowd noise. I couldn't get rid of the music and rapidly got bored of the single crowd sample that goes "Oooooh!" every time a player is tackled. Another game played in silence.
- A combination of the letterbox-shaped playing area, large character graphics and an isometric view means that you can only see a tiny amount on the screen at any one time.
- For reasons never fully explained (although I suspect it's shoddy programming) most of the players spend anything up to, say, 20% of the time being completely invisible. Although the animations of the players are very nice, it's all spoiled when they flicker in and out of existence.
- In between games, you can change the team line-up from offensive to defensive, buy and sell players and tool up your team with anything from swords and shields to handguns and rocket launchers.

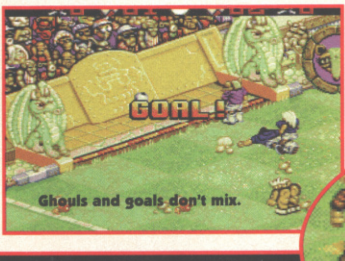
I can see that making your team harder might profit you in the league, but as I won every game I played without ever trading players, buying weapons or altering my tactics in any way, all of these add-ons seem entirely superfluous.

- Talking of tactics, how about this one? For reasons never fully explained you can run much faster if you go right than in any other direction. Of course, being an isometric view, right means that you run diagonally across the pitch, so if you pass the centre line and then press right, you can whoosh past all the defenders and end up near the goal mouth. Goal!
- On my first ever go, I won the Wild Cup. To prove it wasn't a fluke, I did it again, and then gave it to someone else who also won it. Value for money and long lasting gameplay? You betcha.
- The computer players make no attempt to run around your players, so you can stand still and beat them up. Using only the fire button and never touching the stick of the joystick itself, you can take every game to a nil-nil draw and a penalty shootout (involving – ho ho – running around with a shotgun and 'shooting' (you see?) opponents), and even score the odd flukey goal. Challenging gameplay? Nil points.
- You can't play a league match or the Wild Cup with two players. Bah!

Proving you can have too much of a good thing, Millennium really messed up on this one. They should have basked in the glory of *Brutal Sports Football* and waited until this one had some gameplay in it. Brutal Sports Hockey, Bowling and Synchronised Swimming? I hope not.

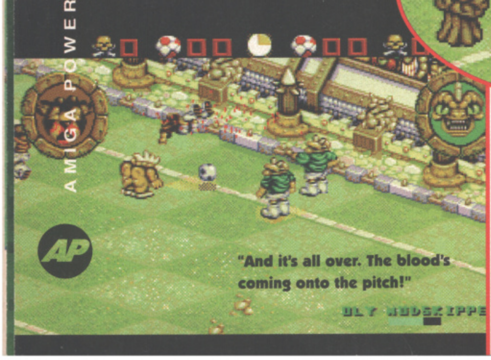
● ***CAM WINSTANLEY***





Ghouls and goals don't mix.

Having wings could be an advantage.


"And it's all over. The blood's coming onto the pitch!"

CONGRATULATIONS
BRUISERS
YOU HAVE WON
THE WILD CUP
Don't push me.

UPPERS Nice graphics.

DOWNERS It's not actually a game; well, not in any meaningful sense of the word.

THE BOTTOM LINE

Not as good as its predecessor. Not by a very, very long way. And that's a very, very, very big shame.

14 PERCENT

THE BOTTOM LINE

A1200 Equally pretty graphics. Equally problematic gameplay. Don't you wish that just for once it'd be different on the A1200?

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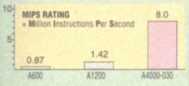

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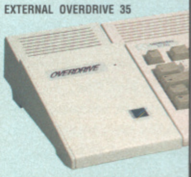

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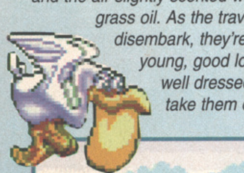
QUIK

Did we hear cries of "hooray bunny, bunny" from Cam as this fell into his hands? No. Strangely we did not.

Game: Quik
Runs on: A500, A600, A1200
Publisher: Titus
Authors: Vincent Penne, Bruno Gore
Price: £20
Release:TBA

[A monorail train pulls into a sumptuous station. The floors are densely carpeted and the air slightly scented with lemon grass oil. As the travellers disembark, they're greeted by young, good looking and well dressed guides who take them over to expansive leather sofas. After a few minutes wait, a three foot high blue bunny is invited to sit down. A well spoken lady begins the interview.]



Interviewer 1: Good morning sir. As you are aware, in less than three weeks the planet Earth will plunge into the sun and be incinerated. Death for all inhabitants is certain but, for a fortunate few, life will continue in the Star Cruiser Eden 2. You are here today to be evaluated, to ascertain whether your skills and talents are worthy enough to be preserved. Your name please?

Quik: It's Quik.

Interviewer 1: Quik? That's an odd name. Even for a fluffy-wuffy blue bunny rabbit.

Quik: Actually, I'm not a rabbit, not in any real sense. I'm a video game character.

Interviewer 1: Ahh, well, in that case, I'm afraid you've come to the wrong place. Although there are 250,000 places for electronic persons, they're being processed in a different section. The monorail will take you there. Goodbye.

BENCH

[Another monorail, another station. This time, the floor is tiled and overhead signs reading 'Queue Here' direct an odd assortment of video game characters towards barricades. Quik is forced to stand for three hours, nodding sympathetically at Turrican's marital problems and grimacing at tales of the Barbarian's infected ingrowing toenail. Eventually his name is called and he sits on a hard wooden bench that's seen better days.]

Interviewer 2: Okay Quik, gimme a rundown. Whatta you do? Whatcha good at?

Quik: Well, as you can see (He stands up and twirls round) I'm very cute. I can also run quickly (power-ups permitting), jump very high (always assuming I can find a trampoline) and do lots and lots of cartwheels, smacking the bad guys as I go.

Interviewer 2: Waittaminute. You meanta say you're one of them?

Quik: One of what?

Interviewer 2: You know what I mean scumbucket. One of, you know, THEM.

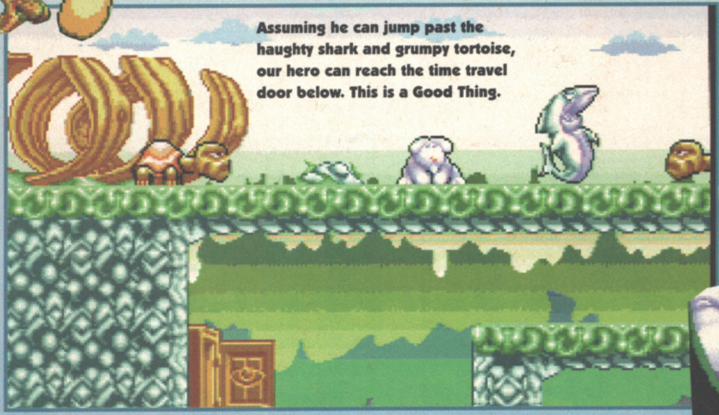
Quik: I'm afraid I still don't follow you.

Interviewer 2 *(hissing)*: A platform game.

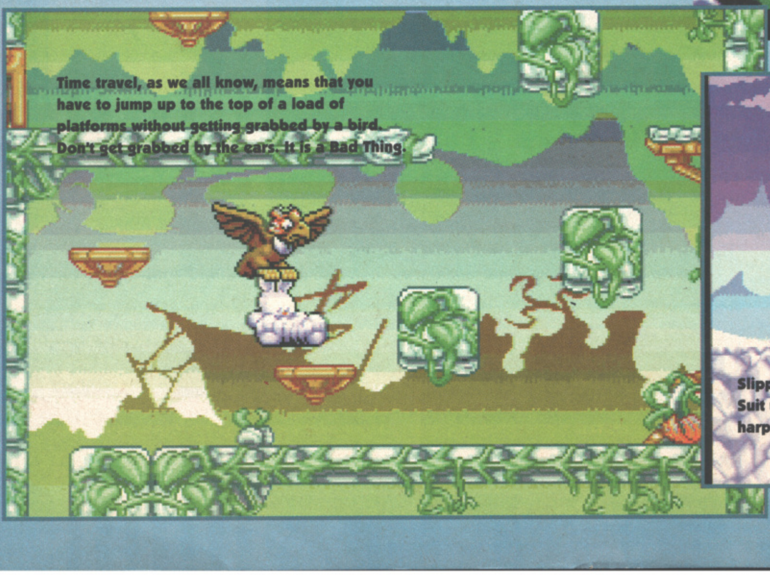
Quik: Why yes, that's exactly what I am. Why, is that a prob...*(He is clubbed unconscious by guards in riot gear and thrown into an open-topped wagon.)*

PROD

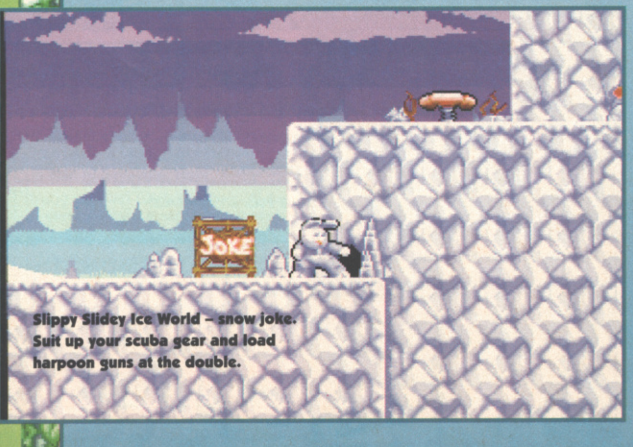
[Not so much a station, more a railway siding. The monorail slows and Quik is thrown out. Guards with cattle prods and tinted visors sling him across the concrete floor towards a desk. The interviewer



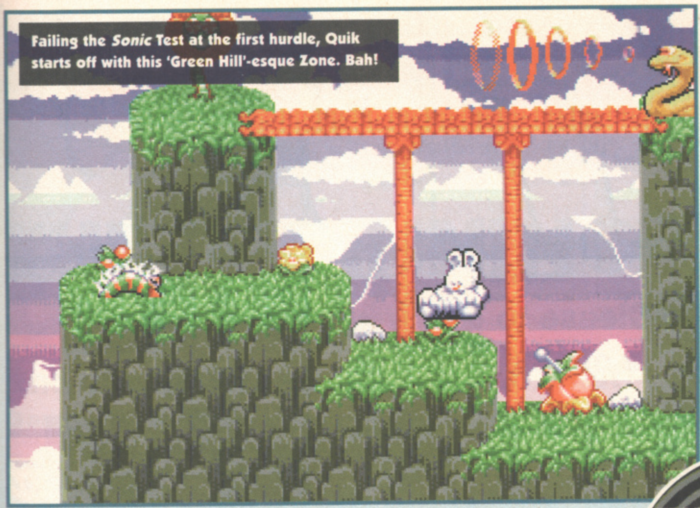
Assuming he can jump past the haughty shark and grumpy tortoise, our hero can reach the time travel door below. This is a Good Thing.



Time travel, as we all know, means that you have to jump up to the top of a load of platforms without getting grabbed by a bird. Don't get grabbed by the ears. It is a Bad Thing.



Slippy Slidey Ice World – snow joke. Suit up your scuba gear and load harpoon guns at the double.



Failing the *Sonic* Test at the first hurdle, Quik starts off with this 'Green Hill'-esque Zone. Bah!

checks his sawed-off double-barrelled shotgun before shuffling a pile of forms.]

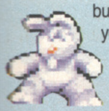
Interviewer 3: I've got to tell you Quik, the chances of you catching that shuttle are pretty slim. The last thing the remnants of civilisation need is a bunch of lame platformers. Okay, do you have a level based on HR Giger with funny aliens?

Quik: No.

Interviewer 3: That's good. What about a slippy-slidey ice world?

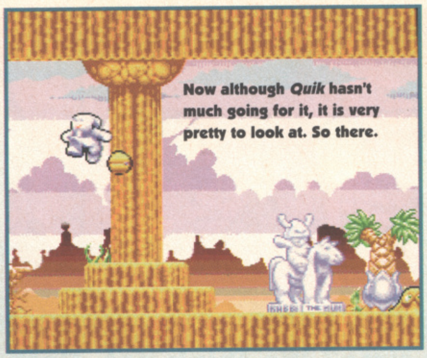
Quik: Yes, one of my four worlds is all slippy and slidey, with funny sledges and snowballs and things.

Interviewer 3: Bad move, bunny. Tell me about your sub-games and unique features.



Quik: Well, on certain levels, I've got to find doors that lead to the time travel sections. I've then got to jump my way to the top of the screen while a flying creature keeps picking me up and dropping me. Also I can get killed in several ways. I can fall down the numerous bottomless caverns dotted around, or I can die of thirst, hunger or accumulated wounds. To prevent this, I've got to find water, carrots and heart icons, which are dotted around and also released by the baddies when I kill them. There are even little signs saying 'Joke' dotted around for little or no reason, which is a feature I've never seen in any other game.

Interviewer 3 *(tutting)*: Well, it's hardly groundbreaking stuff, but I suppose it could be worse. Okay, we'll move on to the *Sonic* Test.



Now although *Quik* hasn't much going for it, it is very pretty to look at. So there.

"What about a slippy-slidey ice world?"

Quik: Errm... what's that?

Interviewer 3: It's just a standard thing we do. We look for things like Green Hill Zones, cute bad guys and stuff like that. Then we watch the character's special move and say "Spin (insert name here) spin" and if it looks too much like *Sonic the Hedgehog* then...

Quik: Yes?

Interviewer 3: Then...

Quik: Yes?

Interviewer 3 *[patting the shotgun]*: I blast 'em with this here twelve gauge.

Quik: Ulp.

Interviewer 3: If you've got anything you want to cough up, then now would be a good time.

Quik: Sob. Okay, okay, so the first of the four worlds looks ever such a lot like the first level of *Sonic*, even down to there being different ways through each level. And I do spin a lot, but whereas Sonic does it facing the direction of travel, I face out of the screen and smile at you, so that can't count, can it? *(Chokes.)* Can it? And I'll admit that my speed power-up may look a little like the Sonic's speedy boots, but it wasn't deliberate, honest. *(Blubs.)* Please don't kill me. Oh, please don't kill me. I'm just a little fluffy blue rabbit trying to make an honest living. *(Begs.)* Have pity on me.

DEATH

Interviewer 3: Okay, well, I suppose I'll give you the good news first. I've checked your credentials and you're actually not at all bad. I can see that the hidden nasties that lurk behind foreground scenery are supposed to be tricky when in fact they just slow you down, but I'll let that one slide. The inherent *Sonic*-ness of your game's frankly a bit naff, but seeing as you're just another generic platform game, I'll drop that one too. The long and short of it Mr Quik is that I'm not going to blow you away with the shotgun.

Quik: Phew.

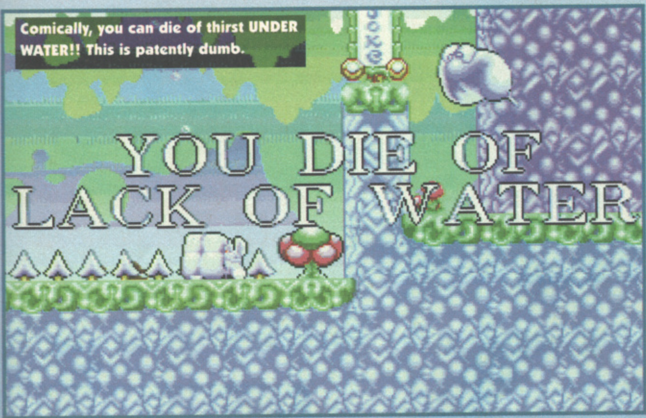
Interviewer 3: However, being cute and entertaining for a few hours simply isn't enough. To get that golden ticket on the Star Cruiser, you need to look good, play well and be imaginatively put together. Second Samurai's packing his bags right now, 'cos he's got the kind of varied gameplay and oomph that you need to survive when playing through the endless aeons of space. Whereas you're slightly better than average, which means only one thing.

Quik: What's that?

Interviewer 3: We're leaving you on Earth. You're going to fall into the sun and die along with everything else that's average.

Quik: Oh dear.

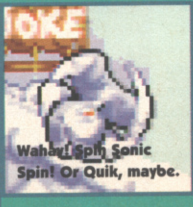
● ***CAM WINSTANLEY***



Comically, you can die of thirst UNDER WATER!! This is patently dumb.

A WORLD OF CUTE

Hoo-hoo! Watch the funny bunny run!



Wahay! Spin Sonic Spin! Or Quik, maybe.

Fyuk! It's a fat and funny birdy-wirdy!

Coo! You rascally fox on a barrel, you.

Titter! A pesky vulture – with glasses. Giggle.

UPPERS Bright and clear graphics, varied routes through levels, entertaining bonus levels and cute (but at the same time slightly scary) characters. It's also priced at about the right level.

DOWNERS Horrible, horrible music that forces you to play the game with the volume down. Also, quite a few baddies vanish from the level the moment they leave the screen. I hate that. I found it quite easy, and I'm terrible at platform games.

THE BOTTOM LINE

And the bland played on. As a needless addition to the platform market, *Quik* isn't as offensive or banal as the likes of *Doofus* or *James Pond 3*, but there again it isn't as way cool as *Second Samurai*. It has few things wrong with it, but at the same time little going for it. It's all right for a few hours of cheapish fun, but all predictability and no innovation makes *Quik* a rather mediocre little game.

58 PERCENT

THE BOTTOM LINE

A1200 No worse, but certainly no better, and similarly doomed to perish in the all-consuming fires.

NEXT MONTH! Remember that guide to A1200 developments we promised you? Well, it's really going to be in the April issue, along with a whole pile of top game reviews. Been waiting for *Lemmings 2: The Tribes*, *Flashback*,

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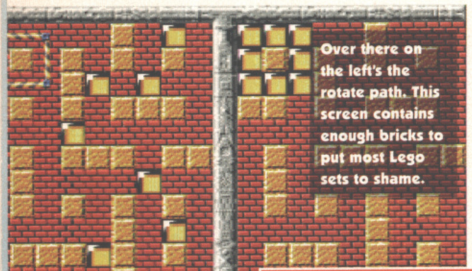
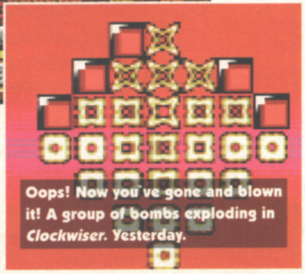
ssue.

CLOCKWISER

Would playing this game have helped John Cleese to get to his headmasters' conference in time? We think not. Rather the opposite in fact.

Game: Clockwiser
Runs on: A500, A600, A1200
Publisher: Rasputin
Authors: Reinier van Vliet
Price: £12.99
Release: Out now


Over there on the left's the rotate path. This screen contains enough bricks to put most Lego sets to shame.


Oops! Now you've gone and blown it! A group of bombs exploding in *Clockwiser*. Yesterday.

Before you start playing *Clockwiser* I would advise you to take a week or two off work (or school, or whatever you do for a living) and get ready for a big electrical bill. This game is seriously addictive and almost anyone who plays it will end up suffering from the just-one-more-go-syndrome that plagues the most irritating of Amiga games.

TURN ME ROUND

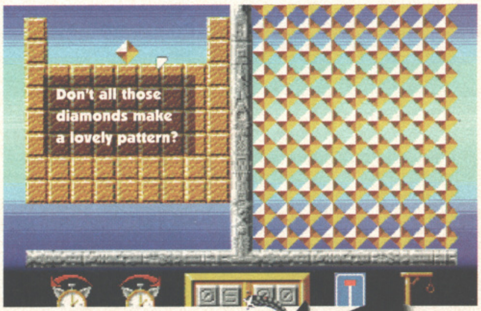
Clockwiser revolves around blocks. That's right, those little square things that houses and garages and office blocks are made of. It's all about rotating blocks around other blocks until your blocks look like the picture of blocks on the other side of the screen. Easy enough you might say, but when you discover that some blocks are affected by gravity, some explode, some multiply, some don't move at all, some make other blocks float and some make other blocks teleport around the screen then you begin to notice *Clockwiser*'s hidden complexities.

COPY CAT

On one side of the screen is a pattern of blocks. This is the pattern that you rotate your bricks into. Blocks are rotated by creating a rectangle 'thing' and clicking on one of the appropriately drawn rotate icons. Sometimes it's painfully obvious what you have to do but the time limit runs out too quickly. The first twenty or so levels represent little problem if you pay attention to the helpful demo before you play. But from then on the game gets so infuriatingly difficult that you'll destroy your Amiga head-butting it! It is, though, the frustration which makes the game so annoyingly addictive.

Clockwiser's level editor is easy to use, allowing you to make levels harder than some of the original ones (if that's possible). Mind you, you do need a friend to have a go at your level for you, because you'd obviously know how to complete it yourself (probably).

The game's difficulty level rises and falls more often than a rollercoaster. You can spend half an hour on one level (and we're talking the easy levels here!) and then complete the next level in a minute (or even less).


Don't all those diamonds make a lovely pattern?

> "You'll destroy your Amiga head-butting it"

CON

The worst levels are the ones that look really easy (destroy all the blocks on the screen) but one wrong move and the diamond self-reproducing block sets to work and before you know it the screen looks something like a diamond thief's heaven!

It's hard to work out which way you're going to rotate the bricks. Oh so many times I rotated the wrong way because of a genuine misunderstanding and messed up the whole level when I was one lousy rotation away from finishing it! Some arrows denoting which way you're about to rotate might have been nice (yes, you can tell if you look at the rotation path but you have to stare for ages to work it out).

The following may offend those people who subscribe to BRICK POWER, and get all excited when they see an authentic 1958 sandstone weathered building brick, but the subject matter of the game makes for boring graphics which are all a teensy bit samey (usually square).

So if the graphics had been more interesting and the controls a little easier this would have been a fine game.

● *JAMES ATTWOOD*

UPPERS Very addictive game with lots of levels (one hundred and ten) meaning that it'll take quite a while to finish. The Editor's pretty good as well. Did I mention how addictive it is?

DOWNERS A bit too hard for its own good in places. It's hard to tell which way you're about to rotate the bricks (or is that just me being stupid?). The graphics are a bit unattractive as well, but what can you expect from a pile of bricks? *(A Legoland extravaganza of some kind? – Ed)*

THE BOTTOM LINE

This is a surprisingly playable and enjoyable game with too much addictiveness for its own good. However there are a couple of minor, but nonetheless irritating, points that stop *Clockwiser* from being surprisingly amazing (or, er, very good anyway).

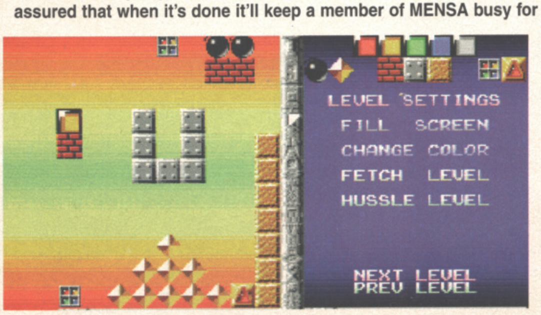
79 PERCENT

THE BOTTOM LINE

A1200 Differences? No. However there is an AGA version on the way which will undoubtedly have more colourful bricks (always assuming that's possible).

ALWAYS KEEP A LEVEL EDITOR

This is the level editor screen. From here you can alter any of the levels to make them fiendishly impossible. The level on the go is only half-finished but rest assured that when it's done it'll keep a member of MENSA busy for an hour or two.



Adding an extra bomb or a steel wall here or there will make a hard level nearly impossible. Everybody who enjoys self-torture should come straight here.

D-DAY

THE BEGINNING OF THE END

End of what? The beginning? Of what?

Game: D-Day: The Beginning of the End
Runs on: A500, A600, A1200
Publisher: Impressions
Authors: Edward Grabowski, Chris Bamford, Edward Pugsley (design), Erik Casey (graphics), Jason Rinaldi (music)
Price: £34.99
Release: Out now

As I write, everyone at AMIGA POWER is thoroughly sick and tired of D-Day, having been subjected to weeks of non-stop TV coverage showing dreary ol– *("Heroic saviours of democracy" – Nervous AP Legal Advisor)* standing around on beaches talking to Raymond Baxter.

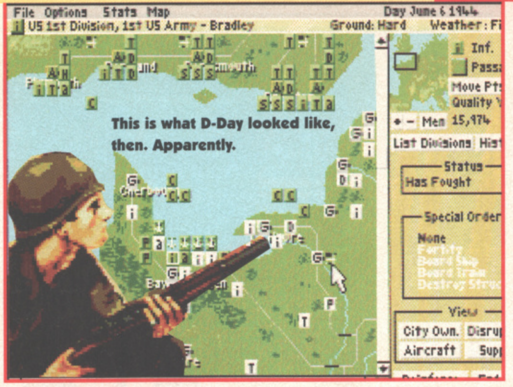
50 YEARS ON

(Scene: The beach. Seagulls skim across the waves that lap gently at the shore, and a light breeze blows fluffy clouds across the sky.)

Raymond Baxter *(with hands in pockets)*: It is incredible to think that, fifty years ago today, this peaceful beach in Normandy was the scene of some of the fiercest fighting of World War 2. Although it was raining, then, of course, and dark. Giles – you were there. What was it really like? What were you feeling as you scrambled from the icy water, with enemy mortars landing all around you?

Major Giles Bradshaw, DSM (Rtd) *(also with hands in pockets)*: I was frightened, Raymond. Our brigade was one of the first ashore, but Jerry was expecting us. Nobby went down while we were still in the water. I tried to pull him up onto the beach, but I lost him in the smoke. Our orders were to regroup a short distance up the beach, behind a large sand dune, but we couldn't find it in the dark. Dick, Whiffy and I got separated from the rest, so we decided to try to meet them further up the beach. There were shells landing everywhere – they'd obviously trained the heavy artillery on us – and we could only see a few feet through the smoke. Above us we could hear the Hurricanes flying up and down the beach, but they didn't seem sure who to shoot at. Then we walked straight into a German machine gun nest.

"Behind a large sand dune"



This is what D-Day looked like, then. Apparently.

Raymond Baxter: You must have been very frightened.

Major Bradshaw: We were, although I think Jerry was more surprised than us. There were three of them, and luckily we had our revolvers ready. They hit Whiffy, though, in the shoulder. We didn't know whether to stay with him, or leave him and hope somebody found him.

Raymond Baxter: What did you do?

Major Bradshaw: Dick stayed with him in the end, and I went on with the equipment. I never saw either of them again. I met up with the rest of the group, and we pressed on into Caen.

Raymond Baxter: So what are you feeling today, fifty years on etc.

ALTERNATIVELY...

(Scene: An area of brown, in between an area of blue and an area of green. There is silence.)

Raymond Baxter *(with hands in pockets)*: It is incredible to think that this is supposed to be a beach in Normany which, fifty years ago, was the scene of some of the fiercest fighting of World War 2. Small green square – you were there. What was it really like? What were you feeling as you moved jerkily from the blue area to the brown one?

Small green square: I felt nothing. I moved silently into the brown area, accompanied by several other small green squares. It was broad daylight. We moved towards some grey squares and they vanished. Some numbers appeared.

Raymond Baxter: You must have been very frightened.

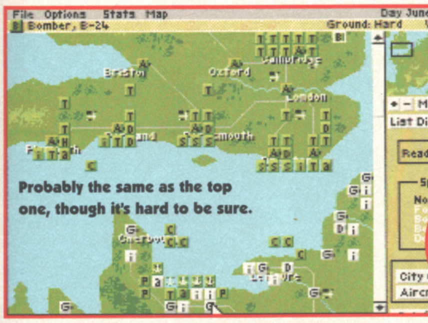
Major Bradshaw: What, of the small grey squares? Or the numbers?

Raymond Baxter: Um.

D-Day is a relentlessly dull game. It's almost as if it wants you to go away and leave it alone. The control system is sluggish and unfriendly, with fiddly little buttons that you sometimes have to click on loads of times before they work. (Why don't they just use the ordinary Amiga windows/icons/menu system, rather than writing their own, crappier version?) The graphics are the worst I've seen in any wargame – just minute squares with letters in. (Why, out of all the colours they could have made the allied squares, did they pick green, making them virtually invisible against the green background?) It's incredibly tedious having to individually select each unit on the map and tell it what you want it to do, again and again. (Why, incidentally, does the game start after all the D-Day planning has been done, with all the units poised to land in Normandy, leaving you with the relatively straightforward task of pushing towards Berlin? Surely the point of a strategy game called 'D-Day' should be to plan D-Day yourself.) And the optional Micro Miniatures screen, which gives close-ups of battles allowing you to control them directly, is really quite awful.

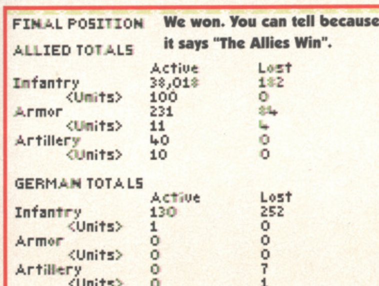
D-Day gets a reasonable number of marks simply to deter vociferous wargame enthusiasts from writing in complaining that this is exactly what they've always dreamed of and how dare we criticise the graphics when it's obviously the accurate regimental data that really matters etc. But ordinary readers are likely to find even thirty seconds of this teeth-gritting experience more than their patience can bear.

● ***JONATHAN DAVIES***



Probably the same as the top one, though it's hard to be sure.

The chap below, slightly closer up.



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FINAL POSITION

ALLIED TOTALS
                    Active          Lost
Infantry            38,018          182
         <Units>    100             0
Armor               231             84
         <Units>    11              4
Artillery           40              0
         <Units>    10              0

GERMAN TOTALS
                    Active          Lost
Infantry            130             252
         <Units>    1               0
Armor               0               0
         <Units>    0               0
Artillery           0               7
         <Units>    0               1

              THE ALLIES WIN

                 FINISHED
```

We won. You can tell because it says "The Allies Win".

UPPERS It is – sigh – an accurate strategic simulation of D-Day.

DOWNERS Looks dismal, terribly tedious to play, irritating control system, and you don't even get to plan D-Day.

THE BOTTOM LINE

So boring you'll spend more time gazing at it while slowly shaking your head than actually playing it. Oh it's so, so boring.

51 PERCENT

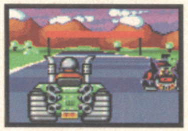
THE BOTTOM LINE

A1200 The Normandy landings seem little improved by the addition of the A1200's extra processing power and graphics capabilities. Which is as we'd suspected.

POINTS OF VIEW

Although the AMIGA POWER team works as a perfectly synchronised machine, we sometimes disagree.

BUBBLE AND SQUEAK


BUMP 'N' BURN

BURNTIME

EMPIRE SOCCER

KICK OFF 3

WORLD OF SOCCER

WILD CUP SOCCER

QUIK

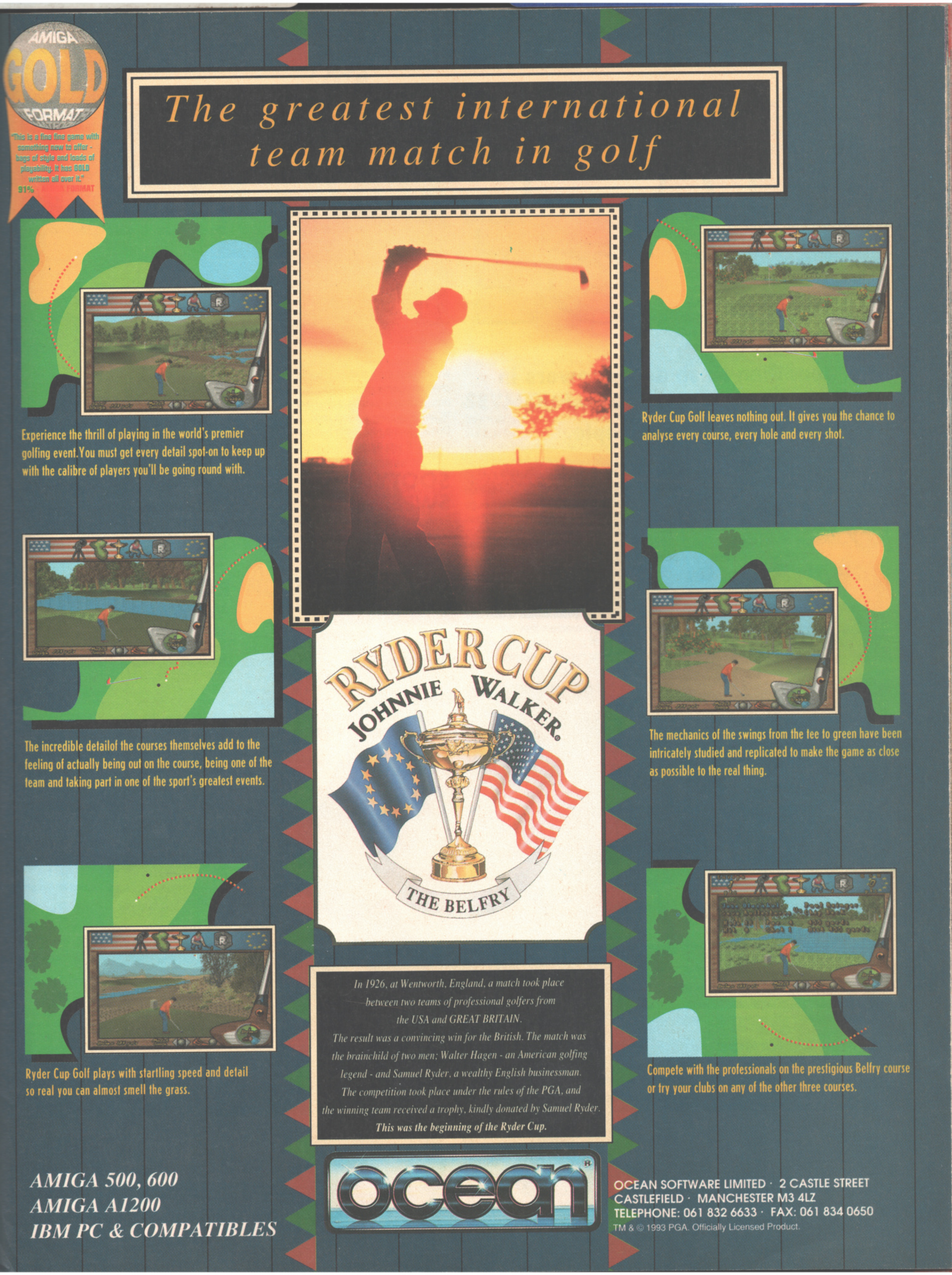
	BUBBLE AND SQUEAK	BUMP 'N' BURN	BURNTIME	EMPIRE SOCCER	KICK OFF 3	WORLD OF SOCCER	WILD CUP SOCCER	QUIK
JONATHAN DAVIES	A bit annoying ★★★★	Annoyingly unadventurous ★★★	Too annoying ★★★	Annoyingly good ★★★★	This annoyed me ★	Too annoyed to play it	Tremendous power to annoy ★★	Annoyingly spelt ★★★
CAM WINSTANLEY	*Blubber and Squeal* ★★★	*Bump 'n' Bore* ★	Haven't played it	*Speedball 3* ★★★★★	Football ★★	Footbore ★	Footbrawl ★	A platform game ★★★
JONATHAN NASH	Chemo-therapy Capers ★★★★	Expensive litigation, more like ★	Tea time, more like ★★	Football ★★★★★	Football ★★	Football ★	Football ★	Not football ★★★
STEVE FARAGHER	Haven't played it	Wacky, er, races ★★★	Last of the V8s ★★★	Goal, goal, goal ★★★★	Won't they learn? ★★	Haven't played it	Slice 'n' dice ★★★	Bad bunny ★★
STEVE McGILL	Trouble and freak, more like ★★★	Not much fun ★★★	Desert frolics ★★★	Favourite game since joining ★★★★★	No relation to *Kick Off* ★★	World of crap, more like ★	Major disapp-ointment ★	Haven't played it
ANDRÉS ESCOBAR	Haven't played it	Bit of an own goal, this one ★	Bit of an own goal, this one ★★	Bit of an own goal, this one ★★★	A cappuccino, please ★★	And a bun ★	Aarghh! Aarghh! Aarghh! Aarghh! Aarghh! Aarghh!	Aarghh! Aarghh! Aarghh! Aarghh! Aarghh! Aarghh!

ON SALE THURSDAY 18TH AUGUST

NEXT MONTH

WE DO IT AGAIN – ONLY DIFFERENT

Issue 41 of AMIGA POWER will largely resemble this one, only with different words and pictures. For example, there'll be an exclusive review of the amazing *Super Stardust*, plus part one of our new Games From Around The World series. The jokes, however, will remain unchanged.



"This is a fine fine game with something new to offer - bags of style and loads of playability. It has GOLD written all over it."
91% - AMIGA FORMAT

The greatest international team match in golf

Experience the thrill of playing in the world's premier golfing event. You must get every detail spot-on to keep up with the calibre of players you'll be going round with.

The incredible detailof the courses themselves add to the feeling of actually being out on the course, being one of the team and taking part in one of the sport's greatest events.

Ryder Cup Golf plays with startling speed and detail so real you can almost smell the grass.

In 1926, at Wentworth, England, a match took place between two teams of professional golfers from the USA and GREAT BRITAIN. The result was a convincing win for the British. The match was the brainchild of two men; Walter Hagen - an American golfing legend - and Samuel Ryder, a wealthy English businessman. The competition took place under the rules of the PGA, and the winning team received a trophy, kindly donated by Samuel Ryder.

This was the beginning of the Ryder Cup.

Ryder Cup Golf leaves nothing out. It gives you the chance to analyse every course, every hole and every shot.

The mechanics of the swings from the tee to green have been intricately studied and replicated to make the game as close as possible to the real thing.

Compete with the professionals on the prestigious Belfry course or try your clubs on any of the other three courses.

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I'M COMING TO GET YOU

Join Jonathan Nash as he cowers in liquid-stomached fright before the horrible reality of jolly people.

Little news this month has been more terrifying than the revelation that TV's famous Mr Blobby has made the cover of the New York Post. "Britain's funniest export makes US debut today," trumpeted the paper, corroborating its claim with quotes from local youngsters. "All I know is, he's funny," said César Pozo, 8, "especially when he falls down, rolls around and says, 'Blobby, blobby, blobby'." Aside from the worrying social implications of this foam-clad monster "captivating American kids", it certainly goes to prove that one nation's debilitating nightmare is another's hugely amusing, heartwarming and altogether lovable cultural icon.

But why the surprise? Software publishers have for years attacked our sensibilities with characters they perceive as cute but which right-thinking people would as soon hit over the head with a shovel until they died as introduce to their children. Come with us now as the unsmirchable guardians that are AMIGA POWER expose a small child, Jimmy Dugan, to the real terror behind the games. If you dare.

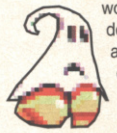
SOOTY AND SWEEP

Sooty and Sweep walk around a house and clean up after a party, or something. But wait! Walk around?

JIMMY DUGAN: They have legs in this. They do not have legs on the television. Why do they not have legs on the television? They glide around like they have no legs. Whimper.

BLINKY

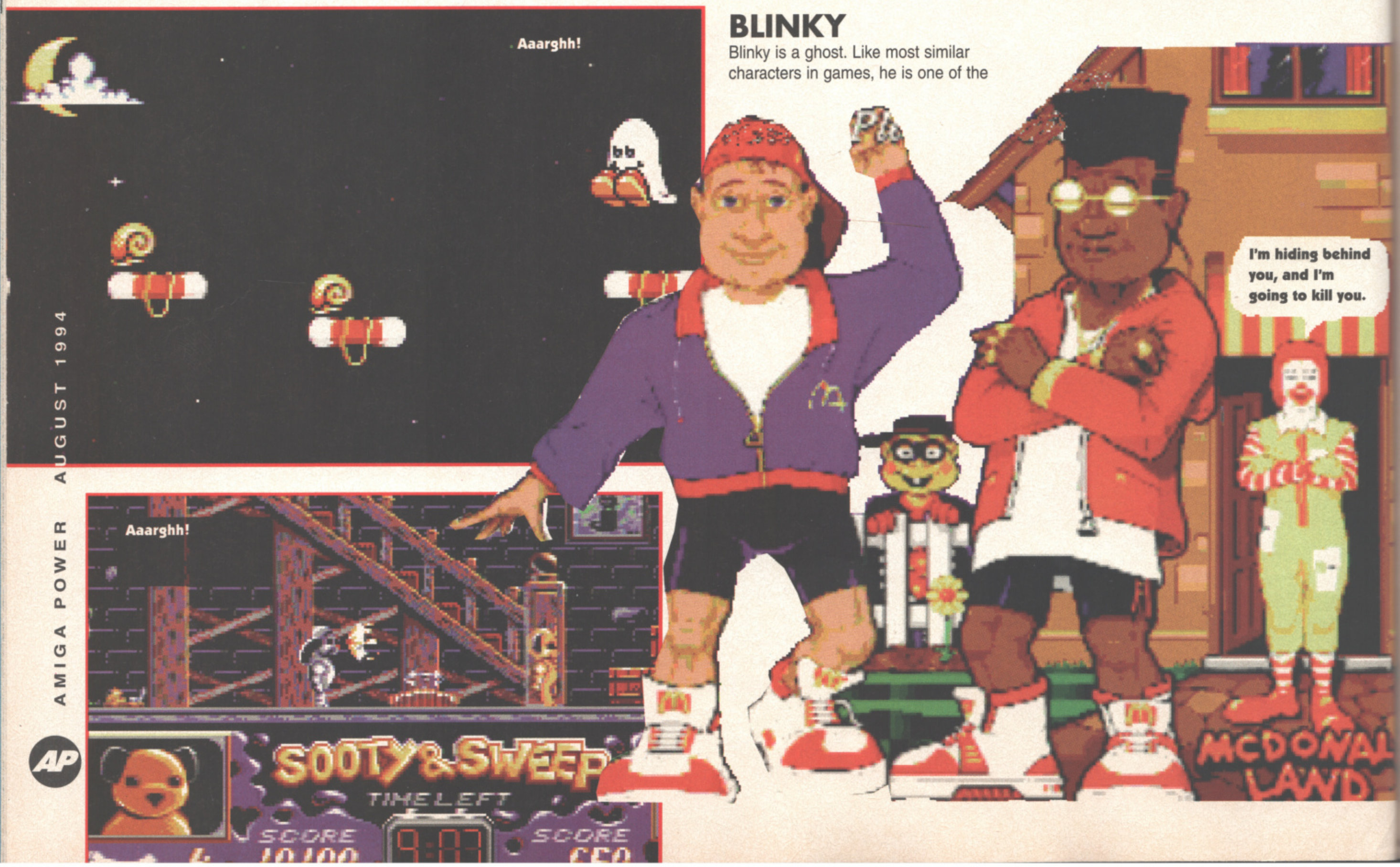
Blinky is a ghost. Like most similar characters in games, he is one of the happy dead, apparently unconcerned at his damnation for all eternity to bound around on platforms. But even worse are his shoes. Why does he need shoes? Surely a lack of corporeal form dispels the need for clumpy footwear. Unless he's not a ghost, of course, but someone with severe psychological problems who pretends he's dead by dressing up in a sheet.



JIMMY DUGAN: Blinky? Lurky, more like.

RONALD MCDONALD

Ronald McDonald is the children's friend. He smiles warmly and capers, attracting crowds with his tales of environmental concern and pleasant cardboard



SMILE WHEN YOU SAY THAT

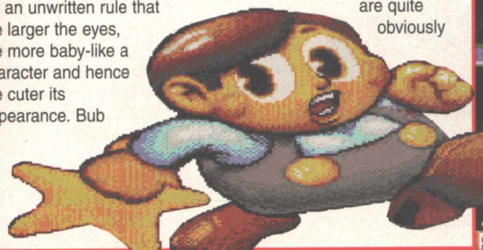
Fixed grins are a sure sign something's wrong 'upstairs'. Would you form a close friendship with someone who grinned constantly? Of course not. It's a dead giveaway when someone smiles without any attempt to stop the drool puddling in the well of their lower lip. Famous character actor Lon Chaney Sr in 1927's London After Midnight grinned constantly and bit the heads off most of the cast, so there you go.

And yet that's what most platform characters do. They smile (but not with their eyes), delighting in their ability to destroy other life-forms by leaping on them and crushing their heads. Only when they themselves are destroyed do these characters repent of their evil ways, looking downcast and waving their arms in risible supplication. But in a moment they are up and smiling again, and killing, and they will keep on killing until they are stopped.

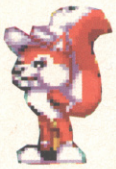
paintings. But it is a facade. An advertisement. Once the children have paid over their moneys in return for something passing for food, Ronald banishes them discourteously from his presence. Only money talks in the world of Ronald McDonald.
Jimmy Dugan: I thought you were my special friend, Ronald. But you only wanted me to sponsor your commercial empire.

BUB AND BOB

It's an unwritten rule that the larger the eyes, the more baby-like a character and hence the cuter its appearance. Bub and Bob have the largest eyes of any character ever. But no eyelids. Or noses. They therefore have no means of protecting their soft, large eyes from grit, smoke and pollen causing hay-fever but, alarmingly, they appear to enjoy it.
Jimmy Dugan: They are like fat squids who revel in bitty discomfort.

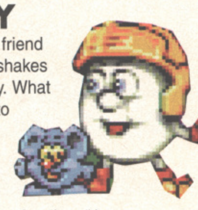


MR NUTZ



Mr Nutz is a squirrel with attitude. This does not prevent him from looking cute. But to look hard he has slashed his left breast open to make a crude pocket for sunglasses that are quite obviously inadequate for his ophthalmically-enhanced UV protection needs.
Jimmy Dugan: Self-mutilation is a desperate plea for attention, but having too small a pair of sunglasses is downright silly.

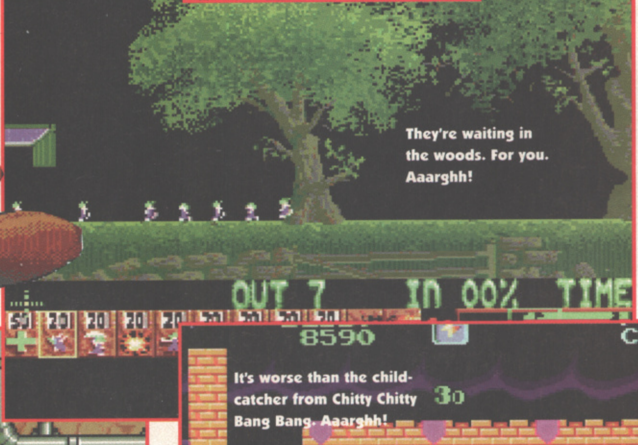
DIZZY



Dizzy, eggy friend to millions, shakes continuously. What has he got to be nervous about? And he grins a lot.
Jimmy Dugan: Are they "the shakes"? *(Absolutely not. – Legal Ed)*

SEYMOUR

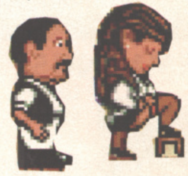
Seymour, pretender to Dizzy's crown, is the true horror. He looks like one of the mountain men from Deliverance if they were reborn as cancerous blobs, or like Dizzy's inbred cousin kept locked in a distant attic as the family try to ignore his squealing cries and frantic scratching, and keep forgetting to pay the electricity bill even though they have guests for the weekend. All the more horrifying is his childish pattern of speech, expressing surprise with "Gosh," and "Golly," even as he falls under the wheels of cars and crumbles all too briefly into dusty bone.
Jimmy Dugan: Seymour is the spawn of the devil.



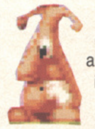
They're waiting in the woods. For you. Aaarghh!

'ALLO 'ALLO

Da Vinci was a firm believer in the concept of beauty through correct proportion. And he was clever and invented the helicopter and everything.
Jimmy Dugan: Hydrocephalic Nazis displaying their ill-fitting underpants? No thanks.



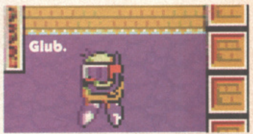
PUGGSY



Disney used to test would-be animators by instructing them to imbue a bag of flour twisted shut at the top with the full spectrum of emotions. Puggsy looks like the results of just such a test, orange, and dangerously "impaired."
Jimmy Dugan: We have flour bags in our kitchen. I shall never go near them again.

NEW ZEALAND STORY

Tiki Kiwi dives for treasure. But it is a long and hazardous path between infrequent breathing holes, and Tiki cannot hold his breath for ever. First he bubbles unpleasantly. Then he struggles, ever more frantically, until, finally, the last breath slips from his blue-veined body and he sinks through the fathoms. Dead.
Jimmy Dugan: Ugh.



8590
CREDIT 1
30
30

It's worse than the child-catcher from Chitty Chitty Bang Bang. Aaarghh!

NUDGE NUDGE

Only slightly less unsettling than characters who grin permanently are those who wink chummily, perhaps even raising a thumb in comradely bonding fashion. With what terrible conspiracy are they implying intimacy? And why are they trying to involve you? Just walk away, that's our advice. Walk away, or you'll probably find yourself sucked in, used as a patsy, picked up by Government MIBs and presented with a packet of distinctly uncompromising black and white photos picturing you beside the convincingly friendly sprite, even as you protest your innocence. Not even the inevitable lucrative television drama series contract will make up for the desperate terror.

LEMMINGS

Lemmings have nasty smocks.

Jimmy Dugan: Like ants, lemmings represent the ethos of the survival of the whole at the expense of the survival of the individual. Despite having the ability, and, one presumes, the sense to observe immediate danger, lemmings willingly sacrifice themselves for the greater good. Except there is no greater good, for escape leads only to further entrapment and mass death. This disturbs me.

HAMBLE

The Victorian doll from Play School, Hamble sat ill-at-ease beside the squashy familiarity of the Teds and Jemima. Presenters deliberately avoided including Hamble in the group, preferring to push her to the back or away to the sides. Chloe Ashcroft broke the silence recently to reveal that Hamble possessed sinister powers, and would move from set to set between takes. In 1991, Hamble disappeared from the programme, apparently of her own accord.

Jimmy Dugan: She's still out there. Somewhere.

Colombian Spectacle Case. Aaarghh!

It plunges its head in a pœgel of vinegar. For fun. Aaarghh!

RODLAND

Leaving the controls alone causes all the sprites on-screen to stop and tap their feet impatiently. They then all but one subside into near-catatonic states, the rhythm of their breathing slowing to an almost imperceptible level. Gradually, inexorably, their eyes droop. They fall asleep as the remaining character dances unconcernedly. Then, suddenly, shockingly, the sleepers' eyes snap open. They stare maniacally. Then all of them, all at once, turn their eyes so they're looking directly at the dancing character. They raise their arms and point directly at it, and they all scream. The victim's hands fly to its head as it rocks in agony. It struggles, briefly, before its eyes slip shut. The others calm down and sleep as the victim too submits to the inevitable.

Jimmy Dugan: And if you continue to leave the controls alone, all the characters wake up and turn to look and point and scream at you.

Aaarghh! Aaarghh! Aaarghh!

CONCLUSION

Programmers have long been considered a Bit Odd, and their somewhat peculiar idea of nice things provides the vital evidence so long required by the Commission, which is confidently expected to present its damning report later this week despite inexplicable multiple fatalities among its members.

Investigation of this wholesale misconception of cute has also revealed a bizarre ability to take the most horrible subject matter and pretty it up beyond all recognition. Lethal Weapon, the everyday story of some madmen with guns, as a game has characters you just want to rush up and hug to bits. Similarly, the wholesale slaughter of *Cannon Fodder* is somewhat muted by the soldiers' close resemblance to Michael Bentine's Potty People. And Gomez, the train-wrecking, woman-murdering ghoul of *The Addams Family?* Charlie Drake, more like.

Jimmy Dugan: *Darkseed* is also misrepresented. The manifold forces of darkness are not evil. They are our friends and guardians. We should embrace willingly the anti-Christ, because *(pulls off mask)* I am Hamble. You are all my children now.

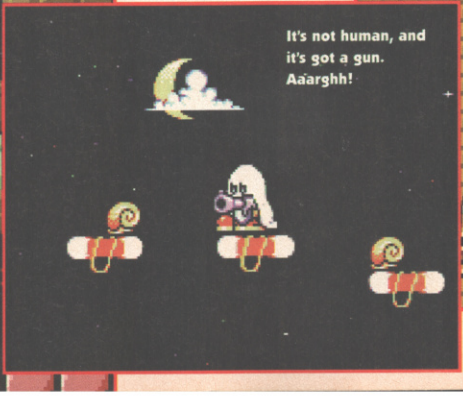
Everyone: Aaarghh.

> "Further entrapment and mass death."

They've seen you. Aaarghh!

It's going to spoon out your brains. Aaarghh!

The bunnies move slowly, but they keep coming. And you'll never shake them off. Aaarghh!



It's not human, and it's got a gun. Aaarghh!

Glub glub.

IMPROVE INTERGALACTIC RELATIONS!

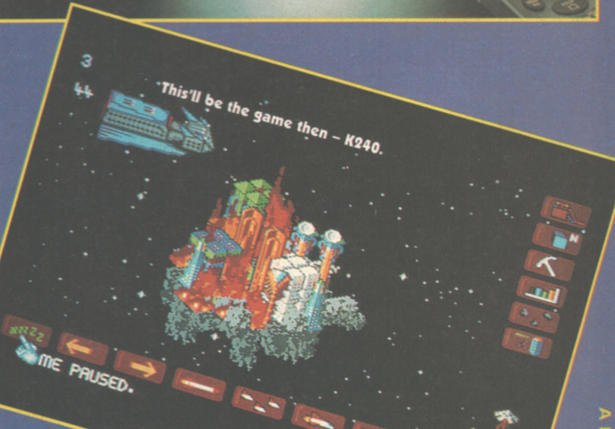
AND WIN A K240 TUTORIAL VIDEO... AND A VIDEO RECORDER TO WATCH IT ON! WITH! LOTS OF COPIES OF THE GAME FOR THE RUNNERS UP!

This'll be the prize then, probably.

SUPER DRIVE
NV-SD25
Panasonic

International trade has always been fraught with problems – the distances involved, for example, or the language barriers, or the varying time zones. So you can imagine the trouble we're going to have when space freighters start chugging between star systems, delivering ore deposits to alien planets. In fact, you've only got to play Gremlin's *K240* (AP 37 83%) to experience the frustration of dealing with people with more noses than you. True success can only come with the correct training...

WHAT YOU CAN WIN
Which is something you'll get plenty of if you win our top prize. It's Gremlin's special *K240* tutorial video, which will tell you everything you need to know about mining minerals and selling them to alien species, and would normally cost you £4.50. And, what's more, Gremlin are going to throw in a smashing Panasonic video recorder for you to play it on. It's a NV-SD25B/BI (which, as VCR buffs will confirm, means it's pretty good) and it's got Super Drive, a one-touch index search system, a 1-month timer, Video Plus+ and a great remote control with a flap that opens and has loads of buttons underneath. In addition, the winner will get a copy of *K240* itself, as will the ten runners up.


This'll be the game then – K240.

WHAT YOU MUST DO
Intergalactic trade, as we were explaining, is far from easy. And one of the most gruelling aspects of working in a high-pressure business environment is the answering machine. Phone somebody up to attempt to strike a top deal and the chances are you'll end up listening to a recorded message, before stuttering a reply into the receiver and hanging up hastily. So what we want you to do, to prove you're made of the right stuff for *K240*, is write answerphone messages for five famous aliens. We'll decide which ones seem most fitting, and award the prizes accordingly. The aliens are:

1. DARTH VADER
2. MR SPOCK
3. MARVIN THE PARANOID ANDROID
4. DR WHO
5. THE ALIEN OUT OF ALIEN

Write your messages on a bit of paper (not more than about thirty words for each one, or the caller is likely to hang up, bored), and send them to I Can't Come To The Phone Right Now Because I'm Entering This Competition, AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW, to arrive by 31 August 1994.

This'll be another picture of K240, then.

3
2
0
CR: 218432

RULES
1. Employees of Gremlin or Future Publishing who try to enter will be put on hold for eternity.
2. Any entries arriving after 31 August 1994 will be sold to a passing Arturian freighter, to be taken back to their homeworld and used as home furnishings.
3. The editor's decision may not be repealed.

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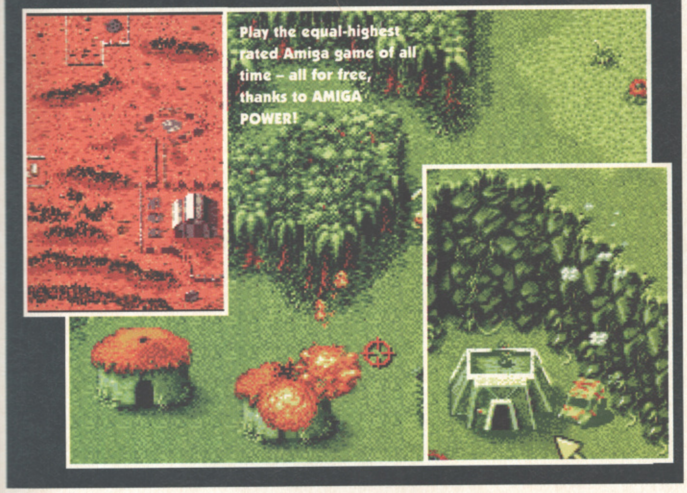

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"Fast, colourful graphics... You should see Zooz spin and swan dive and float, she's beautiful... if you're looking for one stonking platformer, with all the trimmings, then look no further..."
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COMPLETE CONTROL

Page 60 of the Argos Catalogue gives you toasters, page 60 of the Oxford Dictionary provides the definition of the word 'archegonium', and page 60 of Just Seventeen elicits advice on how to kiss boys. But Rich Pelley and page 60 of AMIGA POWER...?

BUDGET GAME SPECIAL

Ah yes. It's page 60, and round about the time in AMIGA POWER where regular readers will be anticipating a mound of tips second only in Amiga game-playing essentialness to their joystick and Amiga itself. And that's usually what they'd (and if we haven't had the pleasure before, indeed 'you'd') get, except (except) this month we, er, thought we'd do things slightly differently.

What we've elected to do is to helpfully root around for any cheats we might have for any re-releases we've reviewed recently – ie, the latest games you're likely to see gleaming with tantalising affordability in the budget section of your local games store – and print those instead. Some have been spotlighted in Complete Control already, some have been regurgitated further in Last Resort, but here they are, in one, easy-to-read, at-a-glance chunk for you to cut out, frame, display (above the mantle piece might be nice, or maybe in the downstairs toilet?), and keep for all posterity. And here they are: *(Fasten your seat-belts everyone. – Ed)*

SUPERCARS/SUPERCARS 2

Super Cars II

Everybody was so proud of Steve's compnay car.

(GBH)
Supercars: When asked to type in your name, try these variations:
RICH for half a million credits,
ODIE for level two (and the red car),
BIGC or BIGL for level three,
and POOR for five pounds.

Supercars 2: Name players one and two as I WALK THE HILL and INWARDS, or WONDERLAND and the SEER respectively for 99 of every weapon, all the highest grade add-ons and automatic qualification.

12 PAGES OF INVALUABLE PLAYING TIPS START HERE

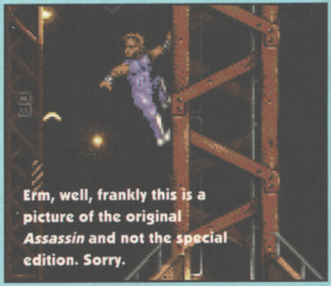
BENEATH A STEEL SKY – THE FINAL PART 66-7
BUDGET SPECIAL 60-1
HEIMDALL 2 62-3
INNOCENT UNTIL CAUGHT 64-5
THE LAST RESORT 70-1
MAN UTD 68-9
PERIHELION 61

JIMMY WHITE'S WHIRLWIND SNOOKER

(The Hit Squad)
Enter the Trickshot Mode. Then, at any time on the table, press F7, F4 and F1. Return to the Control Menu and a third DO A RANDOM 147 BREAK option should have appeared on the demo menu.

Also, once all the reds have been potted: in one player mode choose which colour you want to pot by holding down its potential score on the keyboard; in two player mode if you can't, say, pot the yellow but you can pot the pink, then pot the pink – you'll score six points, the pink will be replaced and you can carry on.

ASSASSIN SPECIAL EDITION



Erm, well, frankly this is a picture of the original *Assassin* and not the special edition. Sorry.

(Team 17)
During the game, type ANOTHERCHEATMODE for infinite energy, W for full weapons, D to die and N to skip levels.

POWERMONGER

(Bullfrog)
(i) Kill all the sheep.
(ii) Enlist a shepherd with sheep in your army, set him afloat in a boat, and get him killed.
(iii) In winter take a lone Captain to the North of the map and leave him there.
(iv) To invent cannons and catapults in double quick time, make a Captain Aggressive before clicking on the desired town and then the Invent icon. After ten seconds, click on both again.
(v) Shoot down the child-bearing stork as soon as it appears.
(vi) Chop down all the trees.

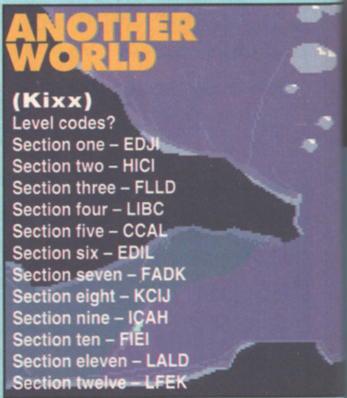
All history is conflict, apparently.

SLEEPWALKER

(Ocean)
On the title screen, type DINADINDANGMYDANGALONGLINGLONG. Ralph and Lee's noses will turn green, which is your in-game cue to press TAB for full energy and lives and RETURN to skip levels.

Green noses eh? Yeuch!

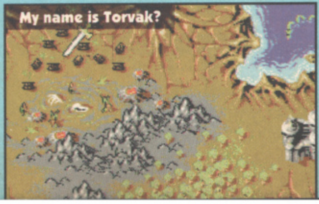
ANOTHER WORLD



(Kixx)
Level codes?
Section one – EDJI
Section two – HICI
Section three – FLLD
Section four – LIBC
Section five – CCAL
Section six – EDIL
Section seven – FADK
Section eight – KCIJ
Section nine – ICAH
Section ten – FIEI
Section eleven – LALD
Section twelve – LFEK

TORVAK THE WARRIOR

(Corkers)
Type CHEAT with as many full stops as possible on the high score table, hold down Fire and press 1 to 5 to be transported between levels.

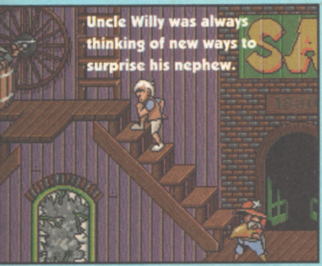


APIDYA

(Team 17)
Type the following onto the title screen:
MISSHONEYBEE
DEPUTYOFLOVE
SNEAKPREVIEW
and SHOWCREDITS for end sequence.
Also try holding the HELP and DELETE keys to slow the game down.

PREMIERE

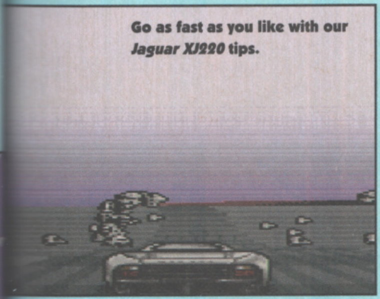
(Corkers)
On the title screen (where it says 'Press Fire to Roll Cameras') type SPARKPLUGS for a cheat screen. Start the game and you'll be able to skip levels by pressing the '/' key on the pad on the keypad.



Uncle Willy was always thinking of new ways to surprise his nephew.

JAGUAR XJ220

(Corkers)
Tune the radio to 65.4 (which apparently sounds a bit like the theme from the A-Team) and although your speedometer may show no difference, you'll be able to drive much faster. Also, push the joystick forward and press Fire as soon as you're told to 'Go' and the car will spin round into first place.

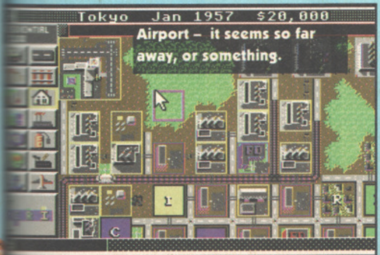


Go as fast as you like with our *Jaguar XJ220* tips.

SIM CITY

(The Hit Squad)
At the beginning of the year set the tax at 0%. Play as usual until December then set the tax at 20%. When the tax window pops up in January, reset the tax to 0%. You will now get permanent maximum cash without the citizen's realising it!

Also try typing FUND at the beginning of the game for $10000 bonus.



Airport – it seems so far away, or something.

PERIHELION

(Psygnosis)
If we asked you who you thought had written this complete solution to *Perihelion* then, although negligibly small, the chances of the name Jeremy Beadle springing to mind is rather more likely that the name, say, Angus Brown of Aberdeen, entering into your head. However, Jeremy Beadle will not be receiving a thank-you collection of goodies on our behalf this month (a letter bomb, perhaps). Spookily, though, one Angus Brown of Aberdeen will...

```
RESISTANCE VALUES
High temperature:          38 %
Low temperature:           36 %
Organic materials:         58 %
Unorganic materials:       28 %
Radiation:                 65 %
Pressure:                  27 %
Electricity:               16 %
Extreme sound:             27 %
Extreme light:             38 %
Pathogens:                 82 %
Stab wounds:               21 %
Cut wounds:                41 %
Hit wounds:                26 %
Shot wounds:               12 %
Mental influences:         3  %
Astral influences:         23 %
```

Fire Walker
OK

Look dead hard – hang out with a gang of mutants.

CITY OF MIDNIGHT

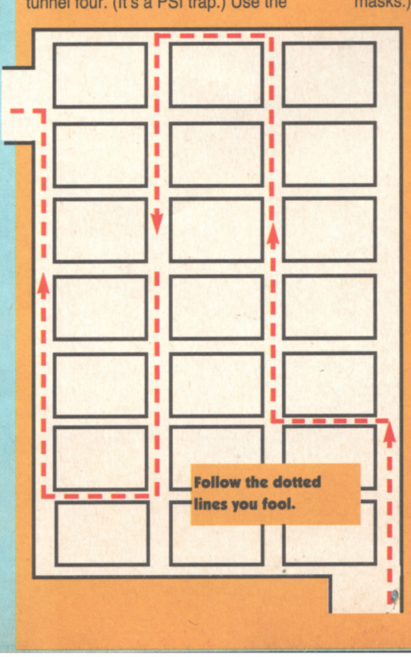
Get the Net Code from Yheel in the northwest, log on (with code PSYCHO) in the Net Station and read away. Proffer the medallion to the woman to the south and download the Permission file from the Net Station to the east with the new Net Code her baby gives you in return. Leave the city and head for the Watchtower Colony.

WATCHTOWER COLONY

To open the locked door, talk to the east guard and upload the Permission file from the Net Station to the west. Algcethi (your next stop) will hand over a Net Code, security card, and info on Mirack, but you'll need to fix the broken Hologate first.

TUNNELS

Here you should be able to lay your hands on the Hobscan device (from tunnel five), the transmitter detail (from tunnel three, use the plug) the security card (from tunnel two) and some useful battle equipment (from tunnel one). However, DON'T (whatever you do) take tunnel four. (It's a PSI trap.) Use the three transmitter parts (once you've found them) in the Hologate and walk through to the Security Zone. Here's a map of the way out:



Follow the dotted lines you fool.

Use Mental Defence before attacking the vampires. Log into the Station (with code MIRROR) and make your way Mirack-wards to the South Tomb. Carol's simple task must be completed before Mirack's daughter, Pearl Blood will take you to a new sector in the mines. Here you'll discover a battery, a drill, and the news (from Mirack himself) that his godson Algol has been kidnapped. You, though, can (and should) save the day.

Scoop up the crystal on the way to the lower section of the mines. (You'll also need a key plug and some filter masks.) Combine the key and battery in the composite assembly unit (as prompted when the crystal is used in the hexagonal hole); use the composite key behind gate two to open the fire door, drill a hole in the wall and place a bomb near the filter masks. And run like hell.

Algol will be hanging around the remains of your doings, but get him back to Mirack fast or he'll die. Mirack lets it slip about the unborn and the guardian, so get to Fort Nightfall pronto.

FORT NIGHTFALL

Take the key and log on in the Net Station (with Net Code MURDERER); open the storeroom doors by standing on the pressure plates; prepare to fight it out for the audio card; open the Commanding Hall with the key you found a minute ago and program the card according to the sample generator. Back at the Security Sector use the card in Gateway A, do battle with Charlie Chan and head for the Meditation Chamber. Destroy Lord Daleth, swipe the DNA sampler from the labs and use on Daleth's remains – this will gain you access to the guardian in the security chamber. And now?

NEONS' TOWER

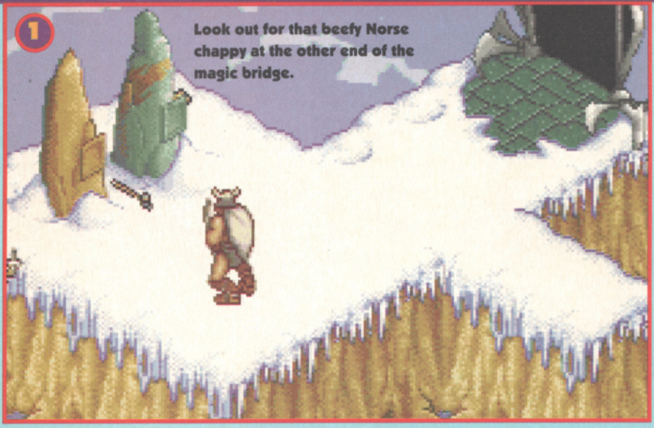
Escape from the tower (defence is the key to overpowering the guards) and read the files Net Coded SPIRIT in the Net Station. Archan Darkey, if you can find him, will talk of a palm print, but you'll have to get him to activate it. The secret door he also alludes to is not in the northwest, but to the southeast.

Activate the print in the sanctum, destroy the beast inside and you will receive a telepathic message from Daleth telling you where to locate the unborn. So go find it, kick ass, and save the world from destruction. Hooray.

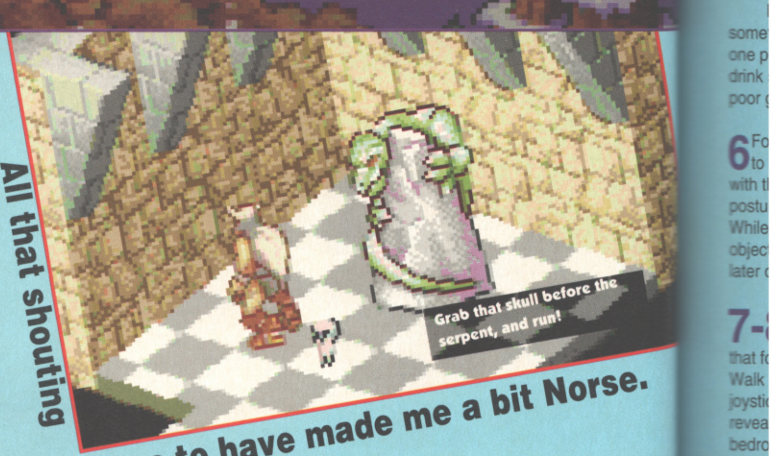
DON'T FORGET

To send anything and everything tippy to Complete Control, AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW, and if we like it, we'll print it! And if we really like it we'll send you a prize – so let us know what kind of Amiga you use.

HEIMDALL 2

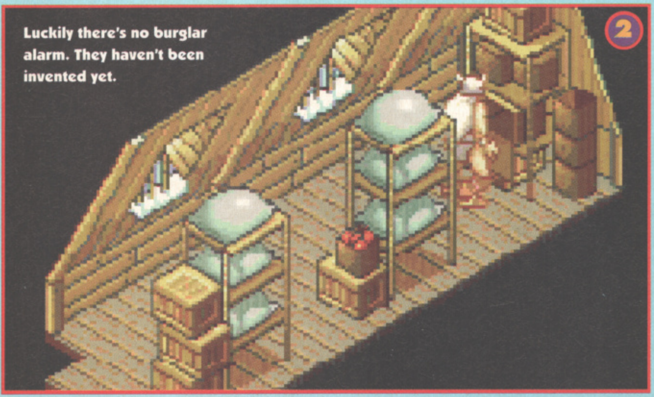


Look out for that beefy Norse chappy at the other end of the magic bridge.

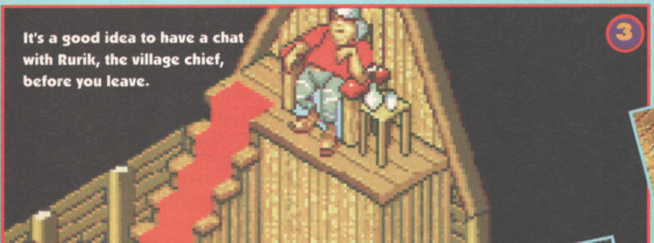


Grab that skull before the serpent, and run!

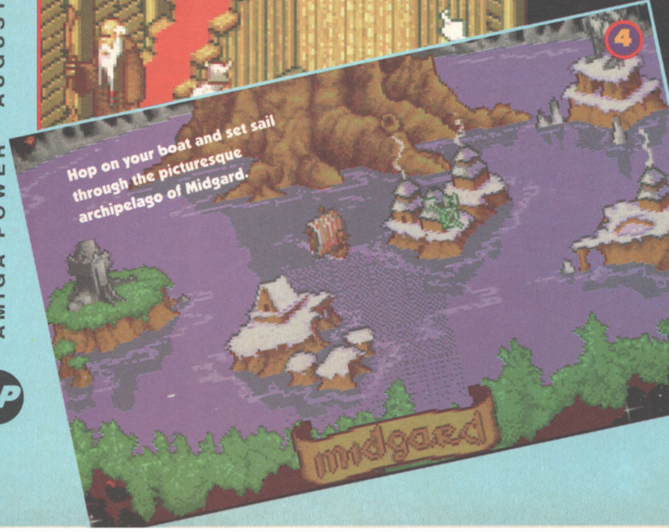
All that shouting seems to have made me a bit Norse.



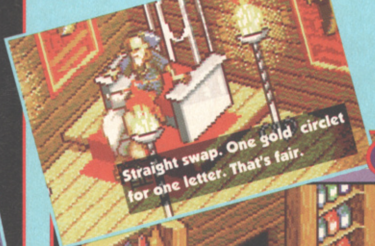
Luckily there's no burglar alarm. They haven't been invented yet.



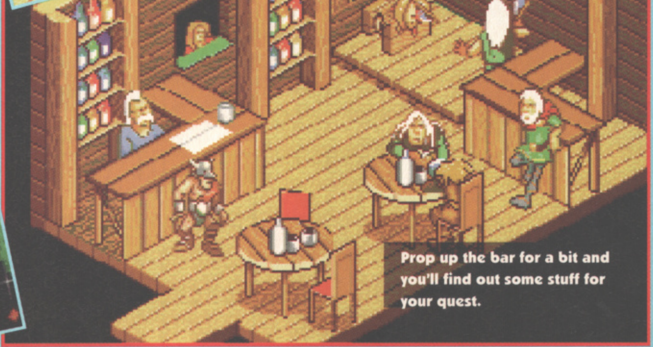
It's a good idea to have a chat with Rurik, the village chief, before you leave.



Hop on your boat and set sail through the picturesque archipelago of Midgard.



Straight swap. One gold circlet for one letter. That's fair.



Prop up the bar for a bit and you'll find out some stuff for your quest.

Okay, let's forget the crap introduction bit *(Why break the habit of a lifetime? – Ed)*. It's *Heimdall 2* and it picked up a very healthy 79 percent in AP37. We're going to furnish you with enough tips to let you collect the first of the Ro'Gelds. It's based in Midgard and is cunningly protected by all manner of tricks, traps and puzzles. So prepare yourself by casting some runestones. The gods are with you, the omens are in your favour. Let's go.

1 Go to Rurik's village. You achieve this by walking through the only open portal situated at the right of the Hall of the Worlds. Fire an arrow at the column on the left. A magical bridge will appear. Walk along it until you come across a beefy Norse-looking type of chap. Ignore him and jump down from the ledge at the right of the screen. Walk through the tunnel and avoid all those irritating rolling skulls.

2-3 Once you've made it to Rurik's village, locate the hut that looks like a store room and take the circlet from the box. Make your way to the next hut a short way along the road and have a chinwag with Rurik.

4-5 Head toward Eadric's village and make peace with him by giving him the circlet. In return he'll give you a letter. Make sure you've got it by checking out your inventory. Trudge along in the general direction of the pub and speak to everyone in there. Doing so should furnish you with more information on your quest.

Go back to Rurik again and give him the peace offering from Eadric. He'll be over the moon at the prospect of allying with his old friend. So much so, in fact, that he'll give you a pass to get into the King's castle.

Guess where you're going next, kids.

That's right, head directly for the King's Castle. Mess about a bit after you've landed on the castle. Pretend you've got a bus pass or something. Eventually, when you've pissed off the guard at the gate enough, give him the pass given to you by Rurik. This should see you safely through the gates and in one piece.

From now on, every time you do something important, SAVE the game. At one point, after a fight, I made Heimdall drink some wine. It was poisoned. The poor god died in front of my eyes – nasty.

6 Follow your nose to the kitchen and talk to the servant girl there; she's the one with the dark hair, nice figure and excellent posture. She tells you what to do next. While up there, pick up the pick-uppable objects. Some of them will come in handy later on. Honest.

7-8 Explore the castle a bit. You'll come across a portrait with eyes that follow you. Shades of Scooby Doo. Walk up to it and press 'Fire' on the joystick. A secret entrance will be revealed. Go through the entrance into the bedroom there. Press the button on the bedpost. A secret door will open and reveal a signet ring therein. Retrieve that signet ring.

Go back towards the kitchen. When the guard blocks your way, give him the signet ring. He'll let you pass. Prepare yourself for the next bit, you're going to be doing some serious fighting; SAVE your position now. Make sure that your bow is in the appropriate slot and that you've got it chock full with arrows.

9 There's a Hakrat down the stairs who needs killing before you can go on. Try and position yourself so that the Hakrat fires arrows into the wall while you fire arrows into him. You'll probably not kill him with the arrows. Lay into him with your sword until he's dead. Be warned, if you're crap, it's going to take quite a while before he dies. Once dead, collect all your arrows. Go over and speak to the old chap inside the prison cell. He just so happens to be the King's brother. Pick up the letter he throws to you and head towards to the King's chamber.

10 Give the King the letter. His advisor throws a flaky and then disappears. The force field at the top of the stairs also disappears which is just as well, 'cos that's where you're going next.

11 Shoot an arrow through each of the three holes. Be careful. You can easily burn to death doing this. Save your position first, just in case you fail first time round. Once done, traverse the walkway into the next room. Collect the piece of Ro'Geld disguised in the shape of a skull.

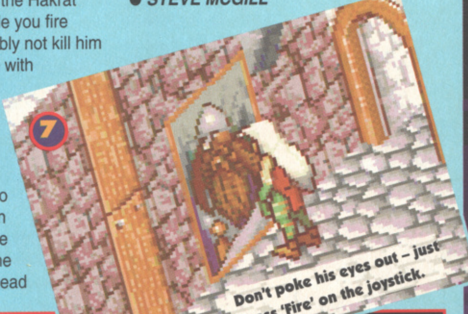
For the final, thrilling part of these tips, go to the fisherman's hut and press 'Fire' in front of the cupboard. This releases the fisherman from his chains of bondage. He'll also tell you about his poor, enslaved daughter. So put on your thinking cap and try to guess what you're going to do next.

Head for Loki's shrine. Some of the tricks and traps can be quite tricky to get round in one piece, but there's nothing outrageously difficult. So I'll not insult your intelligence by telling you how to reach the daughter. If you're incredibly stuck, check out the accompanying grabs. They should give you more of a clue.

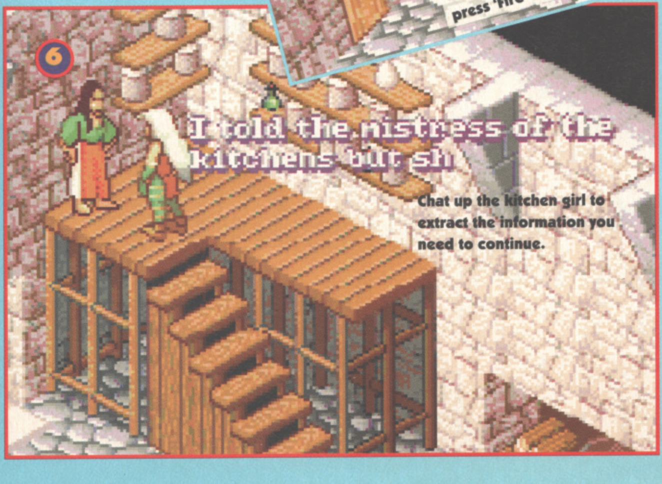
12 As soon as you've rescued the grateful fishergirl, she'll give you a talisman. This lets you access another of the portals in the Hall of the Worlds. Head back there now.

Congratulations, you have just completed an important part of *Heimdall 2*. See you all next month, when I'll no doubt be doing the playguide for some other game I really do want to spend the best part of two days on.

● ***STEVE MCGILL***

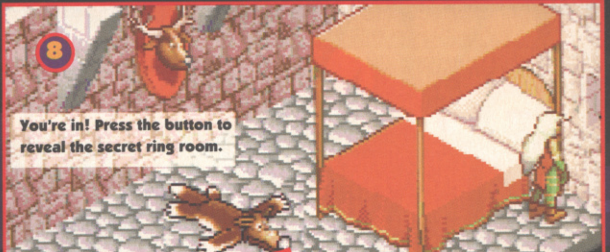


Don't poke his eyes out – just press 'Fire' on the joystick.

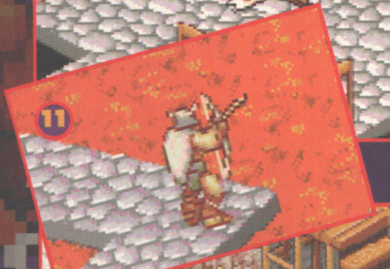


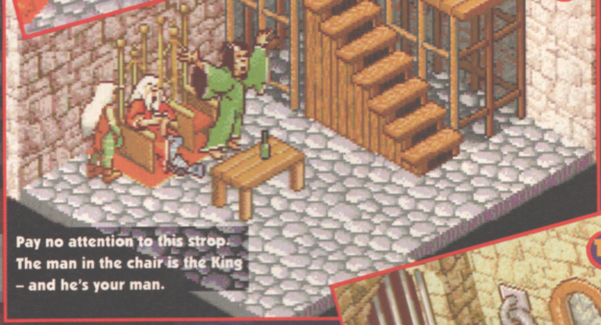
I told the mistress of the kitchens but sh

Chat up the kitchen girl to extract the information you need to continue.

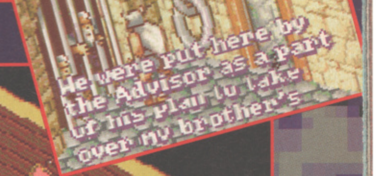


You're in! Press the button to reveal the secret ring room.



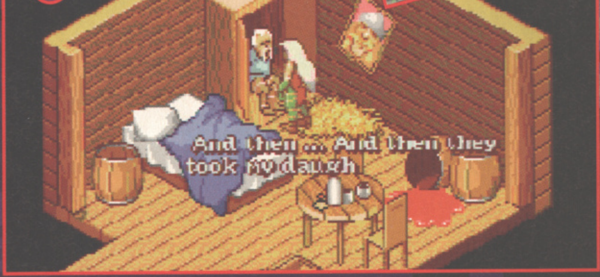


Pay no attention to this strop. The man in the chair is the King – and he's your man.

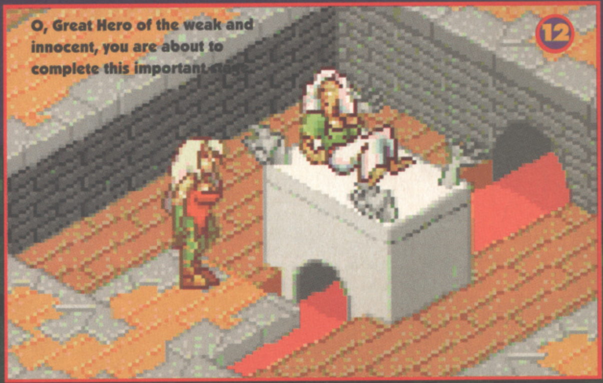


He were put here by the Advisor as a part of his plan to take over my brother's

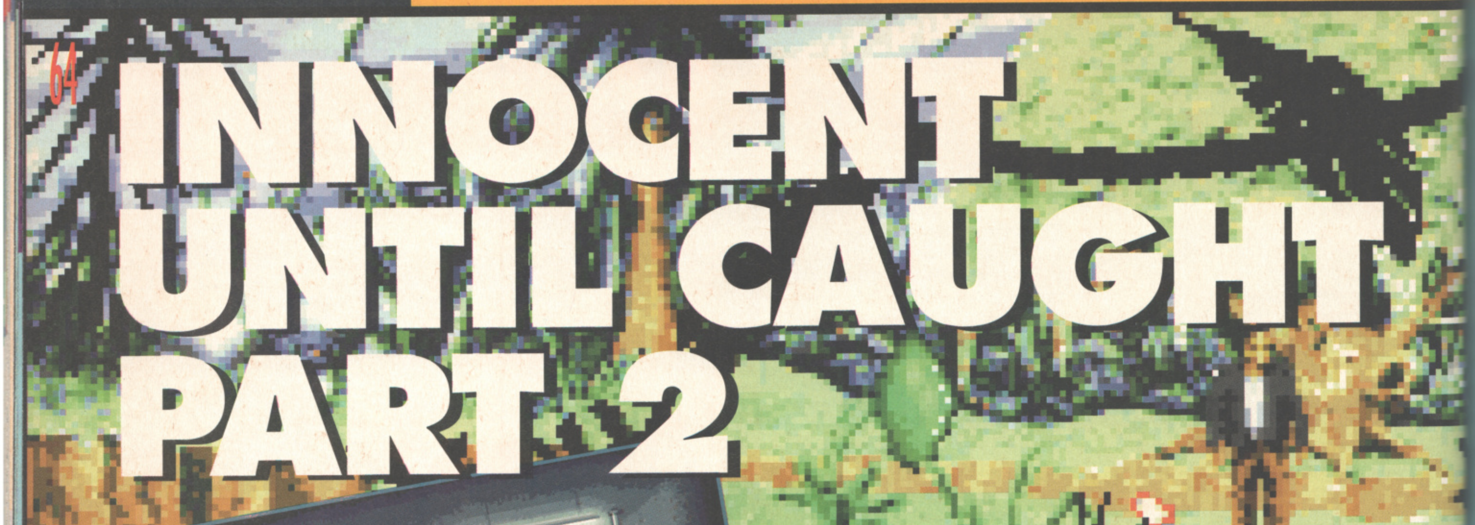
This querulous fisherman will tell you about his daughter – the next stage to tackle.



And then ... And then they took my daugh



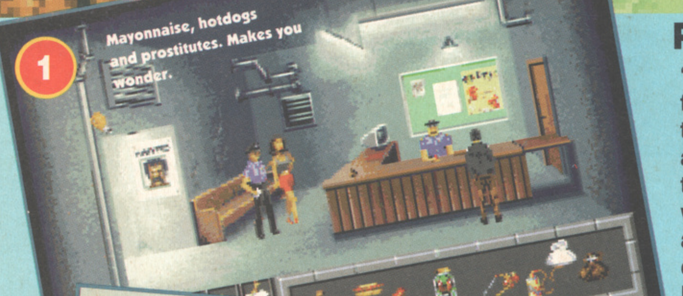
O, Great Hero of the weak and innocent, you are about to complete this important stage



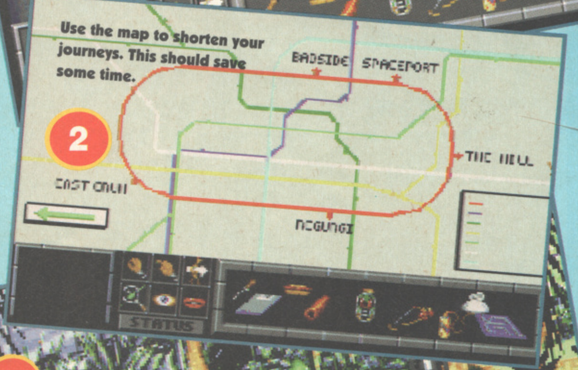
INNOCENT UNTIL CAUGHT PART 2

Part 1 being in the last issue, of course.

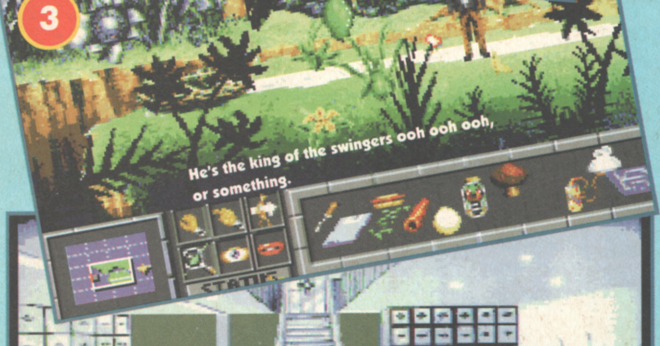
"It's huger than a helium filled huge thing", "It'll take you ages to finish", and "After two-days non-stop playing, I completed only ten percent of it". Quotes there from Cam's review that would have any self-respecting point-and click adventure enthusiast speeding to the shops as fast as his legs can carry him, but the legs of whichever poor sucker has to write a complete solution sprinting at twice the speed in the opposite direction. We started our complete solution last month if you remember, so it seemed only logical to finish it off in this issue. We felt sure you'd agree.



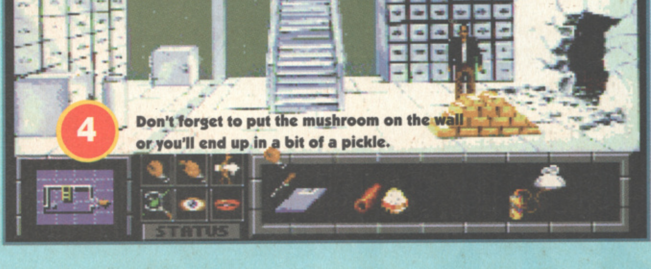
Mayonnaise, hotdogs and prostitutes. Makes you wonder.



Use the map to shorten your journeys. This should save some time.



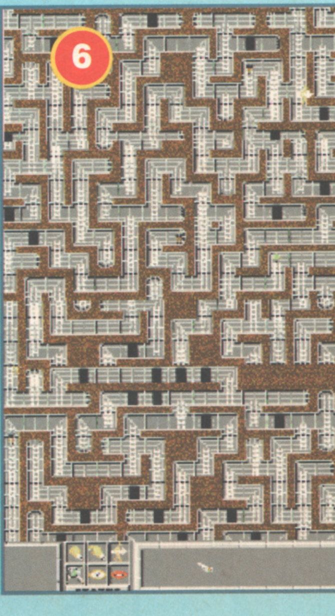
He's the king of the swingers ooh ooh ooh, or something.



Don't forget to put the mushroom on the wall or you'll end up in a bit of a pickle.

1 From where we left you last month, take the tube to Regurgi. Fill the jar with mayonnaise from the stand, add the lid and click it on the fly. Grab the hotdog from the stand also. Talk to the desk sergeant in the police station. Incidentally, when you are talking to a character if you move your speech cursor around his or her speech bubble sometimes words will highlight. In the case of the desk sergeant, you'll need to highlight and click on 'drugs bust' to receive a bag of flour. Next door in the bank, address the windows, tell the cashier you'd like to open an account and hand over the bag of change. Ring the doorbell, press it again and use the chewing gum on the catch. Go through, and use the screwdriver on the keyhole (the top left white pixel) of the filing cabinet – once for the bank file and then again for the blueprint.

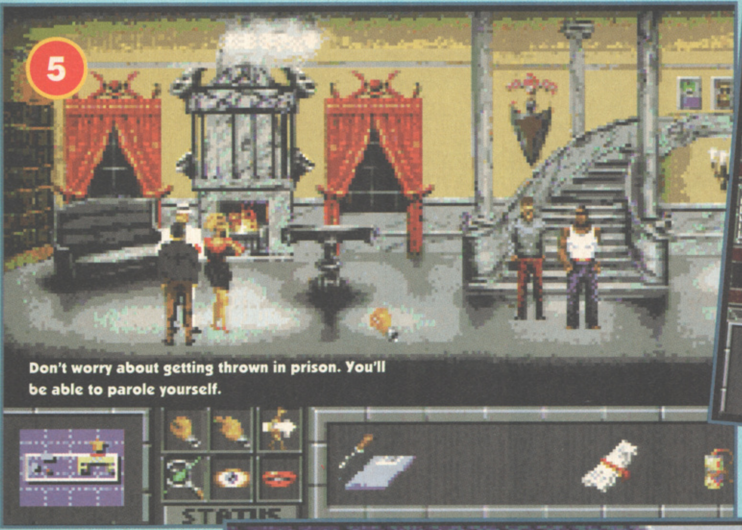
2 Collect the mushroom from The Hill, and head back to Badside. You don't, incidentally, have to keep travelling the entire circuit – examine the map on the train and click the walk icon on the desired station. At the docks you'll automatically hitch a ride to the monster's cage.



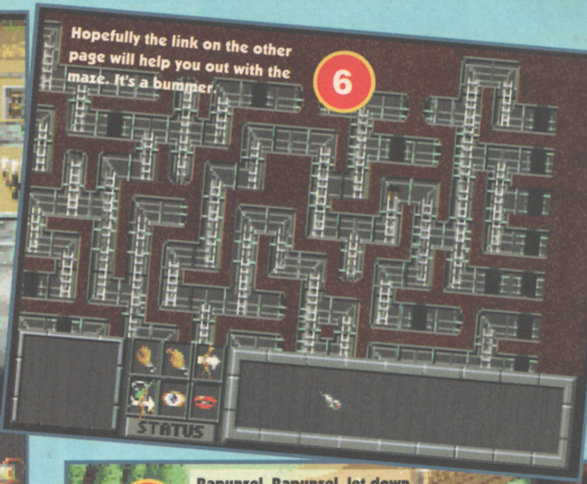
3 Pick up the two pieces of vine, stick, straw and grating. Combine the stick and one piece of vine, select the bow (and click at the top of the screen) to grapple the resulting hook in the girders above. Spray the monster with the perfume, swing across, feed the plant the hotdog, swap eggs, swing back, attach the second piece of vine to the metal hook and escape down the sewers.

4 Use the blueprint to locate the vault, and place the mushroom against the wall and let the fly loose to blast your way in. Use the flour, take the bonds from the deposit boxes to the left and scarper back through the sewers to The Hill. Take the 'Work of Art' (it's a stone) from the gallery and use it with the aerosol and hose to shoot the display case. Pick up the stone and shoot again, use the carpet and fire one final time. Take the statue to the house to the right.

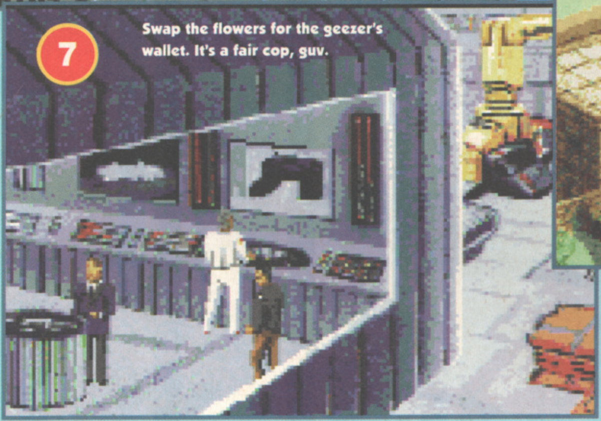
5 Hand over the statue, bonds and egg and, to cut the animated



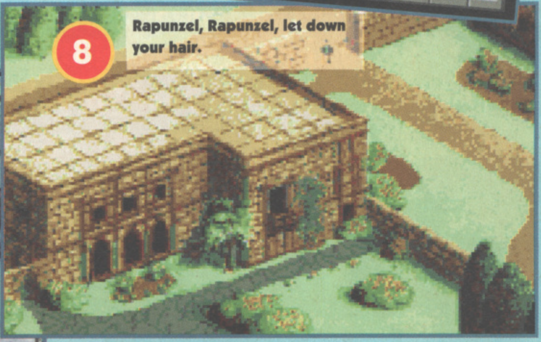
Don't worry about getting thrown in prison. You'll be able to parole yourself.



Hopefully the link on the other page will help you out with the maze. It's a bummer.



Swap the flowers for the geezer's wallet. It's a fair cop, guv.



Rapunzel, Rapunzel, let down your hair.

sequence short, you end up in prison. Use the bed, examine the device that appears and use it. Talk to N'palm, the guy in the cell next door (he'll actually be accompanying you to the end of the game). Pick up the mat, use the trapdoor and go down.

6 The maze bit is a bit of a bummer – but hopefully this map will make things a bit easier. (The exit's at the top right-hand corner, incidentally.)

7 Use the device again and climb aboard. Talk to the bloke – a lengthy section of plot unfurls, and eventually you'll be transported to a luxury cruise liner. Take the book, hand the flowers to the honeymoon couple, nab the man's wallet, show the barman the credit card and passport, and accept the drink.

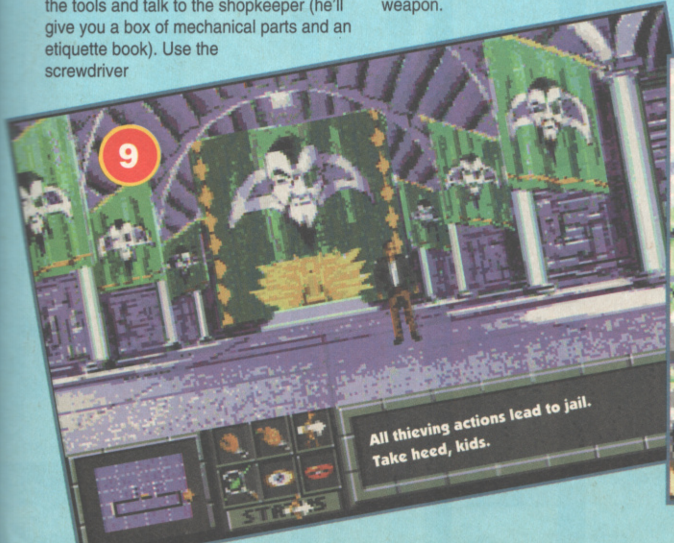
8 At the Spaceport, get N'palm to distract the old lady whilst you pocket her fur stole. Tell the customs officer you're a visitor and enter the shop. Pick up the tools and talk to the shopkeeper (he'll give you a box of mechanical parts and an etiquette book). Use the screwdriver with the mechanical parts, and in turn with the stole to make a furry mouse. The lab tech in the bar will agree to help you if you can deliver P'PauD'Pau's daughter a love letter. Read the etiquette book at the palace, and talk to the guards. Use the furry bait to distract the dog in the dog pound as you walk past, climb the rose trellis and talk to Ruthie. Seek out the lab tech again and, as you listen eagerly, he'll let it slip about the Doomsday weapon.

9 Back at the Spaceport, get N'palm to steal you an Army uniform. Tell him you've got a plan, change into the uniform (on the status screen), enter the lab and (oh dear) it's into another jail. Out of all the plans to escape, only writing a love letter to Ruthie will have any positive outcome. Back at the bar, ask Ruthie about the Transatron and for a travel warrant. At the lab, ask N'palm to take a crate to the Spaceport. Use the travel warrant with the crate and then get inside it.

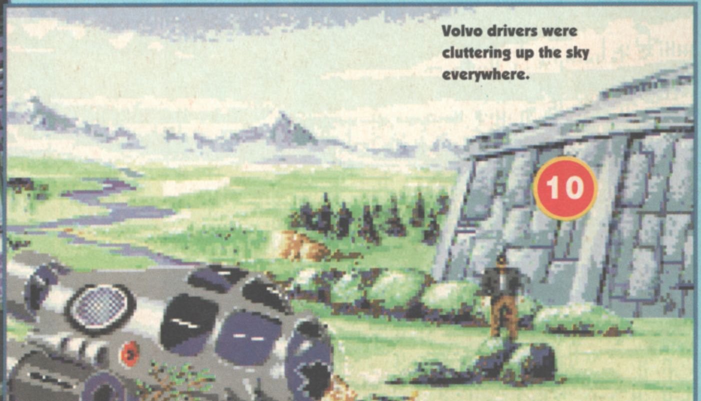
10 Escape from the shuttle via the pod to the right. Enter the fortress and take the stairs up. Walk through the building until you find Ruthie (picking up the crowbar on the way) and ask her about a way into the vault.

11 Walk back to the first room, move the crate blocking the door and go through. You need the pass key to get the crystal out of the plinth, and Ruthie has the very thing. (To get out, use the crowbar on the first crate and take out the balloon and gas cylinder. Use the gas cylinder and click it in the balloon to float back up.) Use the crystal on the console in the control room – it doesn't work – so walk around a bit and come back and the dictator will have appeared. Talk to him and – blow me! – you're within a cat's whisker of completing the game. The rest you can probably manage on your own.

● ***RICH PELLEY***



All thieving actions lead to jail. Take heed, kids.



Volvo drivers were cluttering up the sky everywhere.

NEXT MONTH!

issue, along with a whole pile of top game reviews. Been waiting for *Lemmings 2: The Tribes, Flashback,*

BENEATH A STEEL SKY PART 3

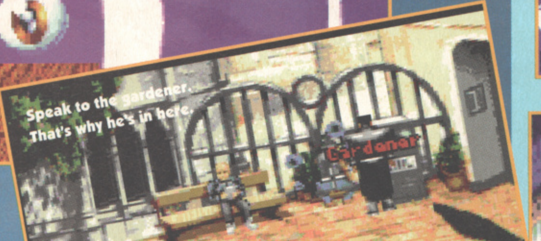
Hi, kids. Well, I'll bet all you Subterranean Steel Skydivers aren't half as glad as I am about this month's *Steel Sky* tips. Yup, it's winding up time. The final third of the solution is now revealed. Enjoy.

Last month, we were just about to enter LINC-Space using poor, departed Anita's Linc card. Here's what to do while you're there: Walk through the exit to the right. Call down your inventory and use the BLIND program on the eyeball. Quickly walk through the upper exit while the eyeball is still blind. Continue in the up direction. Use the PLAYBACK program with the well and engage the hologram in conversation. Go through the upper right exit and once again use the BLIND program on the eyeball there. While it is blind, pick up the tuning fork. Disconnect from LINC-Space.

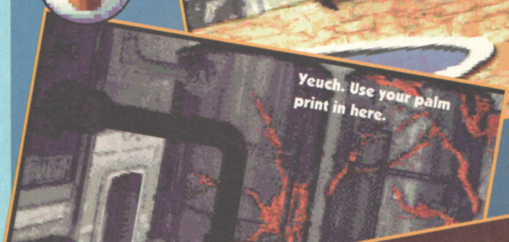
Leave the security building and make your way down to the bottom floor; where you first met Mrs Piermont. Traipse along to the location on the furthest left and have a chat with the gardener there. Now, head off right until you come across the club. Enter it. If there is a band playing, leave and go and do something until they stop playing. As soon as they've vacated the area, go over to the juke box and activate it. The manager, Colston, will get up from his chair. Quickly walk over to his table and steal the glass that's there. Examine the metal plate, next to the door, at the rear of the club. Leave.

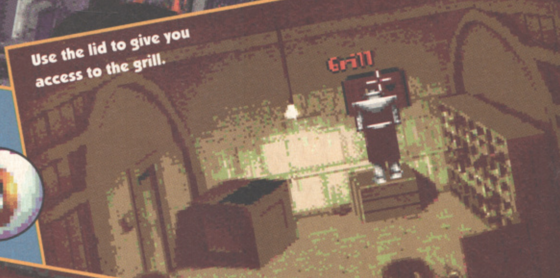
Head for Burke's Bio-Surgery via the lift. Give Burke the glass. Head for the club again. Once there, use the metal plate. The door should open into the wine cellar. Use the metal bar on the packing case. Move the lid over onto the top of the box.

LINC-space. Where you can make all of those Lincs.

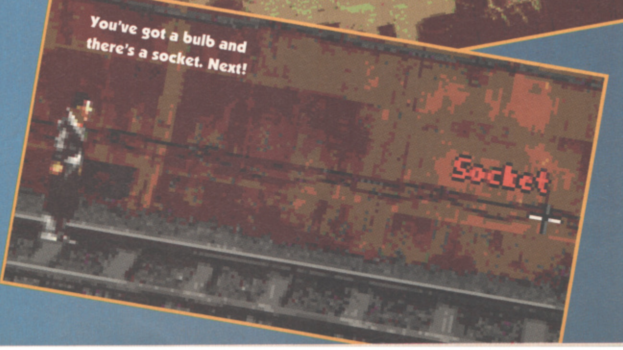


Speak to the gardener. That's why he's in here.

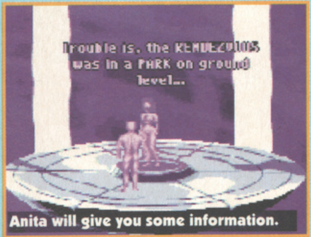

Yeuch. Use your palm print in here.



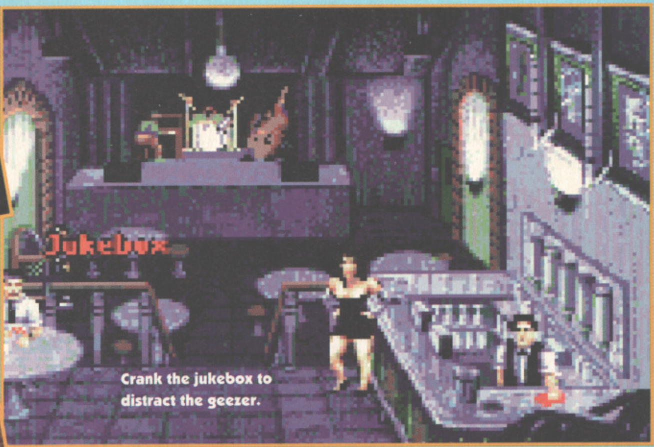
Use the lid to give you access to the grill.



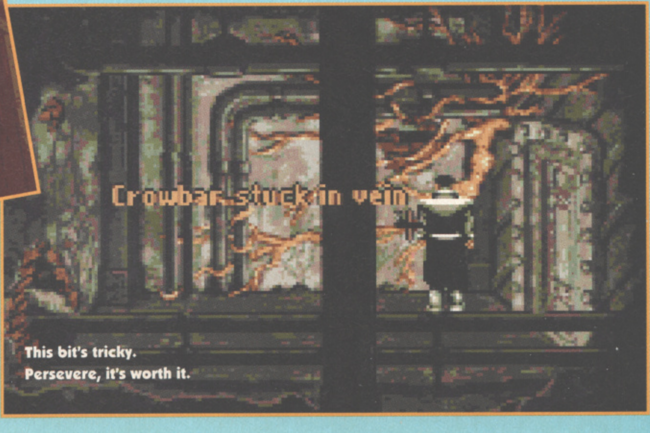
You've got a bulb and there's a socket. Next!


Trouble is, the RENDEZVOUS was in a PARK on ground level...

Anita will give you some information.



Crank the jukebox to distract the geezer.


Crowbar stuck in vein

This bit's tricky. Persevere, it's worth it.

Stand on this makeshift platform and cut the grill with the secateurs. Crawl through the narrow passage it exposes. Go right and then through the top right passage. Once again, go right. To be on the safe side, save the game at this point.

Do not walk past the hole until you have located the light socket. Put the light bulb in the socket. Exit to the right and save the game again. Go right again and immediately click on the exit on the bottom right. If you don't, you'll be crushed to death.

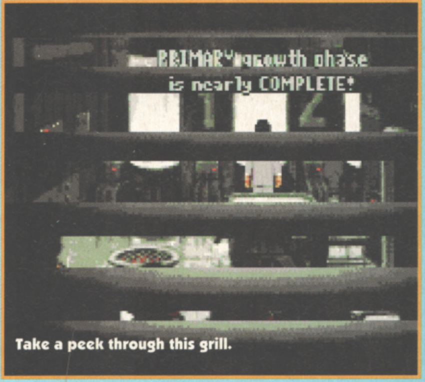
Look above the vein on the wall. There's some plaster there. Loosen it off with your metal bar. Then loosen the brickwork with the bar until a brick falls out. Pick the brick up. Use the bar again and puncture the vein; near the bottom. Once punctured, hit the end of the bar with the brick. A droid will appear from the door on the right. Quickly pick up the bar and take the exit through the door. Have a peek through the grill. Take the upper left exit. Once again, save the game.

Go over to the control unit and select 2 to reduce the temperature. As soon as you've done that, walk onto the iris and yank the iron bar. Walk off immediately and exit the room. Go right and right again. Put Joey's circuit board into the medical droid that's hanging about there. Tell him to check out the tank room. Wait for him to come back and chat with him about everything. Tell him to go and open the tank in the nutrient room. Await his return. As soon as he gets back take the upper left exit, the upper right exit and yet another upper right exit. Use Reich's card with the terminal there; select 2 then 1. Exit and go left. There now follows a little coffee break. Watch the sequence and then take Joey's circuit board out of the droid. Pocket Gallagher's Linc ID card. Go back into the room on the top right. Access the LINC-Space interface using Gallagher's card.

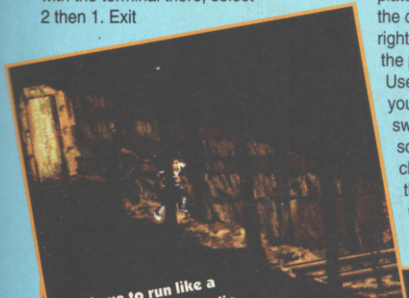
Take the exit to the right, BLIND the eye and quickly go up. Use the DIVINE WRATH prog on the crusader. Disconnect, then use Anita's card in the interface slot to re-access LINC-Space. Go right, blind the eye, go up and then right. Use the OSCILLATOR on the crystal and pick up the helix. Disconnect and go to the left. Go through the bottom right. Pick up the tongs to the right of the glass tank and use them to freeze the tissue that you pick up with them. Exit to the right, open the middle cabinet in the room and slot in Joey's circuit board. Access the console and select 2, 0 and 3. Chat with Joey. Retrieve his board from the cabinet.

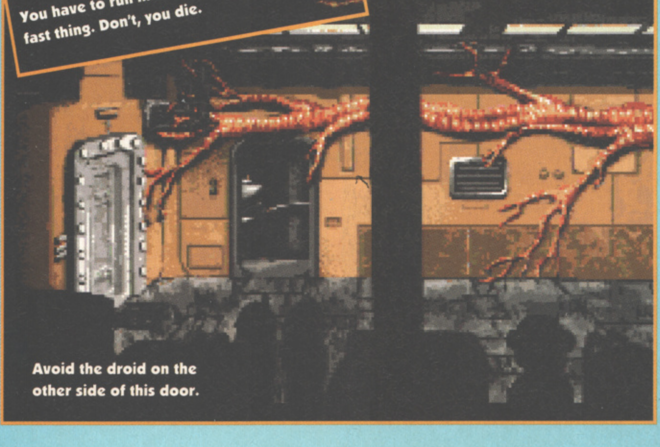
Now for some synchronisation trickery. Go to the door on the right and ask Joey to place his hand on one of the plates. As he does so, place your hand on the other plate. The door will open. Go right and right again. Use the cable with the pipe support. Climb down the ladder. Use the tongs with the orifice and save your game. Right click on the cable to swing into the room. After the unfolding scene, quickly tell Joey to sit in the chair. And that's it. Watch the rest of the story and marvel at the wonder that was *Beneath A Steel Sky*.

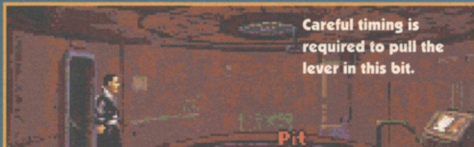
● **STEVE McGILL**



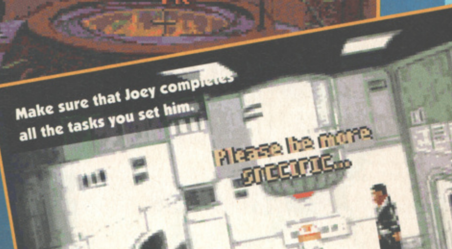
Take a peek through this grill.


You have to run like a fast thing. Don't, you die.

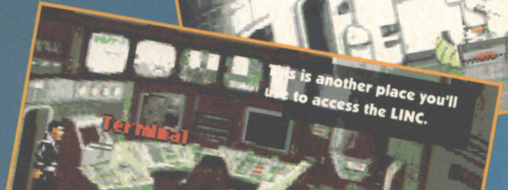

Avoid the droid on the other side of this door.



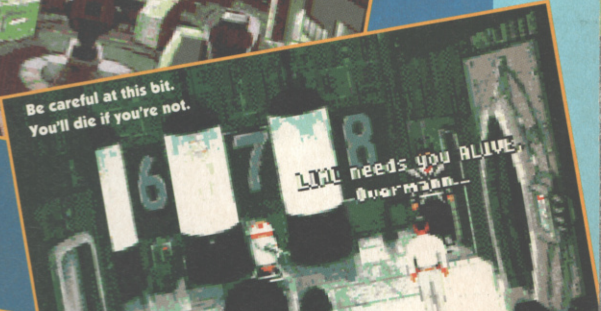
Careful timing is required to pull the lever in this bit.



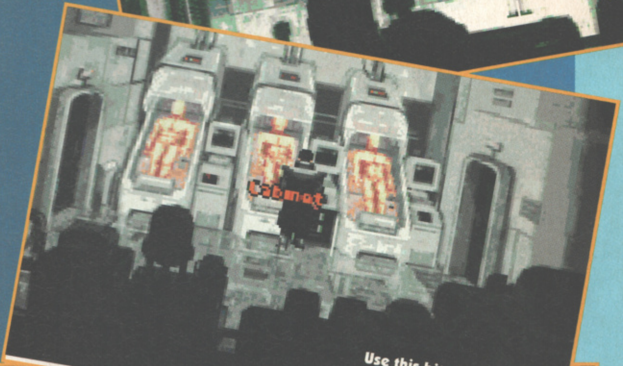
Make sure that Joey completes all the tasks you set him.



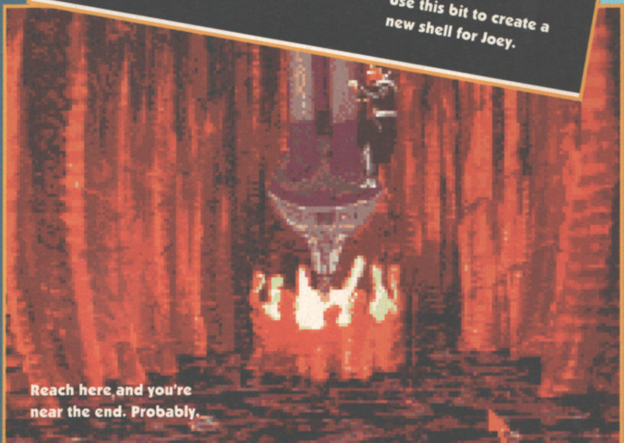
This is another place you'll use to access the LINC.

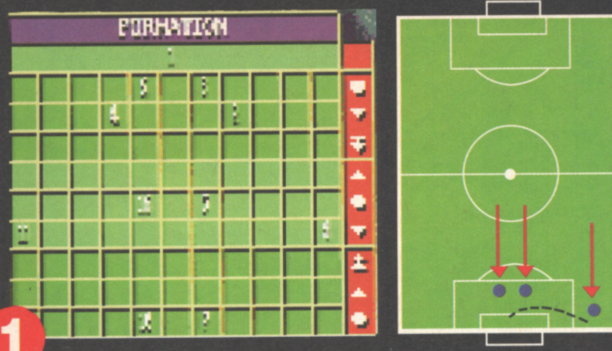


Be careful at this bit. You'll die if you're not.



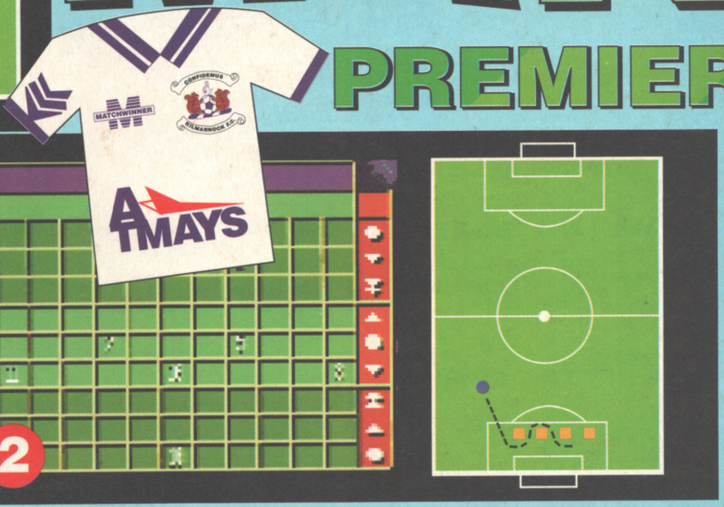
Use this bit to create a new shell for Joey.


Reach here and you're near the end. Probably.



MAN

PREMIER



Only sings when he's winning – that's our Steve McGill.

The Tacti-Grid system is the best feature of *MUPLC*. Manipulating individual player statistics lets you customise your team line-up and optimise on their strengths.

The *MUPLC* instruction booklet doesn't provide enough concrete examples of how to exploit the Tacti-Grid tactics. Therefore, if you completely suspend your disbelief and pretend that Man UTD: wear a blue and white strip; aren't actually called Man UTD; didn't actually win the Premier League; play in the Scottish Premier League; managed to stay up in that league for the first time in their footballing history; and are supported by me, then you're well on the way to understanding the upcoming unofficial title of: "Tommy Burns Premier League Survivors." If you don't know what I'm on about, then the names in brackets after each player formation should give you a pretty good idea.

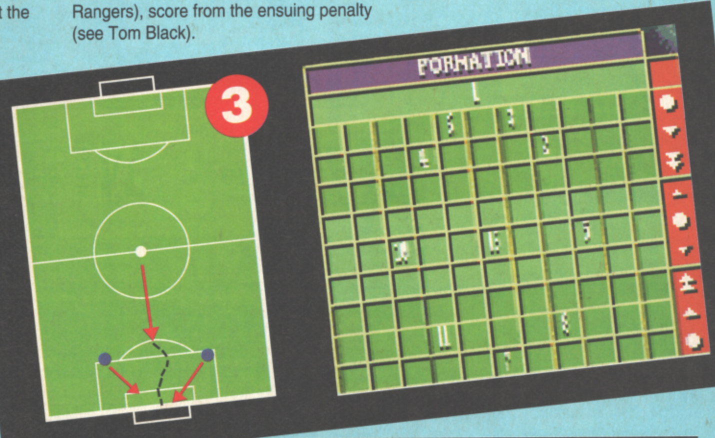
HOOF IT

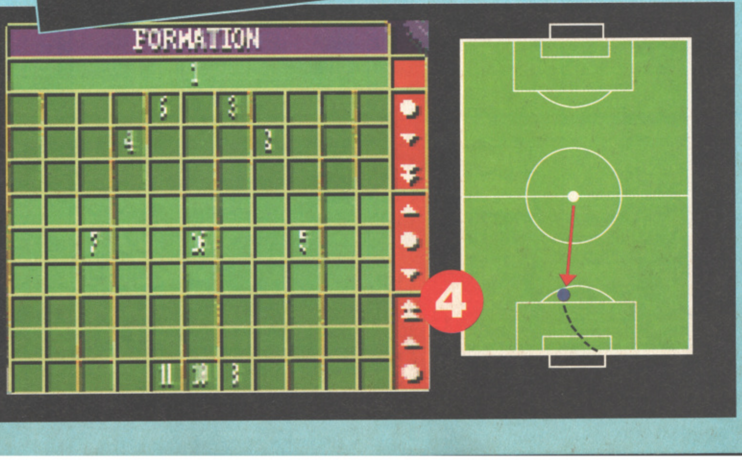
1 The Shaun McSkimming: *(Giggs)* Requires a player in the line-up with excellent fitness and high intelligence.

The natural instinct of most players is to run straight down the pitch. This leads to predictable play and inevitably ends up in a packed central midfield area. Frustrating fare indeed. *MUPLC* intercepts this problem by rewarding players who use the wings. Great territorial advantage can be gained, especially if your player is as fast and skilful as Shaun McSkimming. Wingers with high CONTROL skills can make the 90 degree turn at the touchline to get the ball into the box no problem. Highly recommended for exciting play. One word of warning however. If the winger screws up, don't shout at him. Otherwise he'll go in the huff and drop out of play for ten minutes with a petted lip *(a dropped pouting lip displaying displeasure – AP Colloquialism Interpreter And Behaviourism Expert).*

2 The George McCluskey: *(Klinsman)* If the opposition are like Glasgow Rangers and give away more than their fair share of fouls, it's obvious that you're playing against an aggressive team. Capitalise by putting a player with a high CONTROL value up front. Have him dance around in the penalty area until the inevitable dirty foul is committed. Assuming the referee isn't Les Mottram (who suffers from temporary blindness when faced with fouls committed by Rangers), score from the ensuing penalty (see Tom Black).

3 The Bobby Williamson: *(Shearer)* There are only a handful of strikers who can beat keepers outright. Exploit this shortcoming by playing two or even three strikers in an upfront central attacking role. If you adopt this style of play, a severe haircut and high aggression rating helps. Pounce on and take

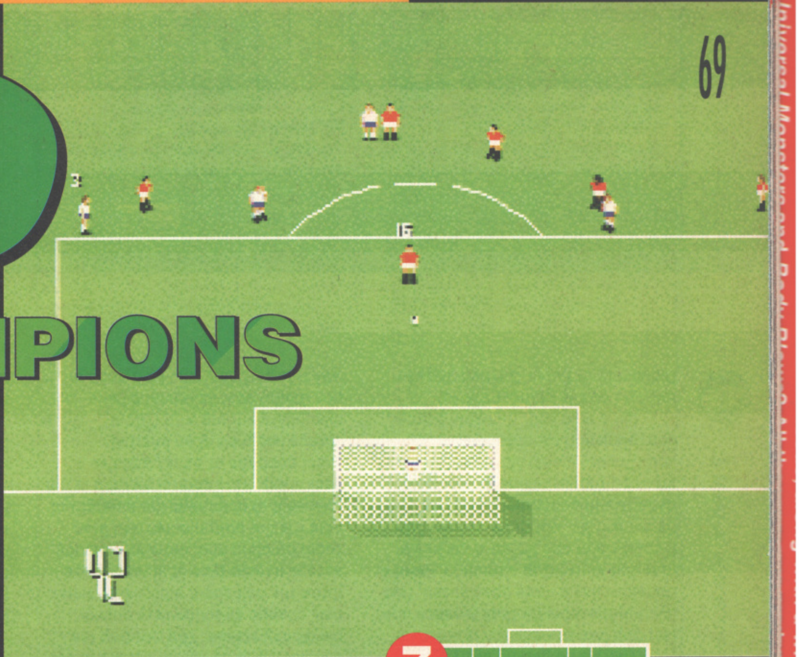




MANCHESTER UNITED
FOOTBALL CLUB

UTD

R LEAGUE CHAMPIONS



advantage of dropped or parried balls. Could well be the only way you'll score, but a goal's a goal for aw' that.

4 The Ally Mitchell: *(Baggio)* The most frequent scoring position a player will find himself in is directly in front of goal. Goalkeepers tend to be at their best when faced with this situation. Some players, however, have hard enough shots to beat the goalie, especially if a good dose of after touch is added. Millimetre perfect shots should only miss by inches if you adopt this strategy.

Paul Ince – as he looked yesterday. Probably

LOCK OUT

So far, we've only looked at the options available for attacking football. I don't want to be accused of putting myself in an offside position, so let's defensively redress that imbalance here and now.

5 The Ray Montgomerie: *(Baresi)* Defenders tend to be harder and less easy to intimidate than their team-mates. In this bog standard defensive formation, you don't have to worry about fast, skilful players. Just make sure the defender gets in the way and boot the ball toward the opposition. Don't worry too much about passing to your own players (Montie never does), just make sure you stop the ball from going into your own net. Inciting the crowd to sing and lift the team's game can also lead to The Andy Millen effect.

6 The Andy Millen: *(Matthaus)* Playing to a home crowd can raise your game. If you're confident enough and find that you're pinning the opposition down, pile on the pressure by pushing your full backs forward. Should one of your defenders find himself in the fortunate position of 'one against one' on the goalkeeper in a vitally important match, make sure he scores. If he doesn't, he'll be forever known as having committed an 'Andy Millen'.

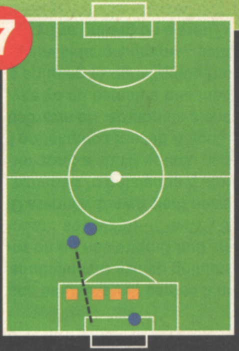
7 The Tom Black: *(Koeman)* *MUPLC* also lets you choose who'll be designated as penalty-taker and free kick-taker. Pick the player in your team with the best average between power and accuracy. Who knows, that vital winning free kick goal may just pop up 12 minutes from time and keep your team in the premier league.

Hopefully, you'll have realised by now that you don't have to stick to the same rigid formations to get results. Should a match become so vital that you would do anything to secure a victory, do the following: Go to the screen that you select a 1,2,3, or 4 player game from and select to introduce a new manager for the team that you want to beat. You'll find that when you play them they'll stand around looking confused as you hammer in the goals.

Below this box, is the guide to the moves and tactics that should see you scoring as many goals as Killie (Man UTD). Meanwhile, to the right, you can see the most 'famous' Tom Black scoring position of 94.

KEY
- 🟧 The Huns. As they're mostly known.
- ● Tommy Burns Blue and White Army.
- ← Dynamic thrusting attack play.
- – – – Path of ball.

7



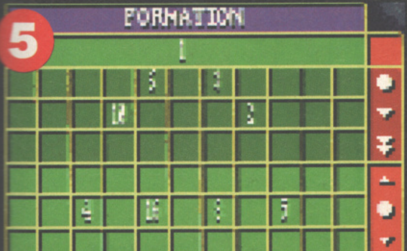
Incidentally, in that strange land north of the English border, this is known as committing a 'Paul Sturrock'.

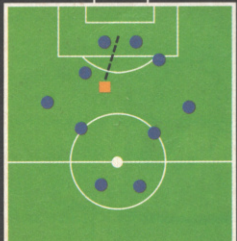
After the game, return the team to computer control. Don't use the tactic too often however. The manager's 'slot' is now locked up for the remainder of the game. If you're playing a one player season, there are now only two slots left with which to cheat your way through to victory.

While I haven't covered all the tips that Krisalis sent to us that's only because I spent too much time playing the thing and fine-tuning my own set of tactics, and from the basic ideas here you should soon be able to do that for yourself. Don't ignore the Tacti-Grid – with only a minimal amount of fiddling you should find that you get some great results.

Just make sure you don't play in the bath – you'll probably die from the shock.

5





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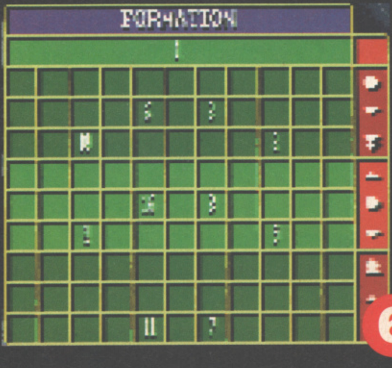
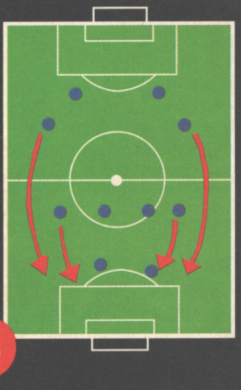


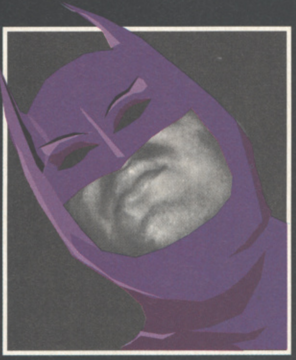


DISCONCERTED?

Then you need...

THE LAST RESORT

with Rich Pelley



Hold a chicken in the air, stick a deck chair up your nose... Surely there's a more effective way to alleviate your gameplaying snags with Rich Pelley around.

Hi. Jonathan here. Rich claims to be suffering from writer's block (amongst other things) this month, and wondered if I wouldn't mind stepping in and writing an intro for him with, of course, a suitable reduction in wages. "Hasn't this been done before?" I replied, but it was too late – he'd gone.

So then. Er. Yes. This month lots of people have got stuck in games and haven't felt the slightest whiff of embarrassment about writing in to confess their delinquencies to the world. And some other people have written in under the impression that what they have to say may be of some use to previously flummoxed gameplayers. And, er, that's it. Much like every month, really. I mean, what were you expecting? *(Thanks, I think. – Rich)*

MORTAL KOMBAT

Q "I have got all the death moves for all the players except Lui Kang, and I've tried everything. Please can you tell me what to do?"
Ian Welsh, Accrington

A His death move is a Helicopter Spin – Down, Left, Up and Right in quick succession. In other words, rotating the joystick round in a smooth circle and pressing Fire ought to do it. See? It's always easy when you know how. Now does anybody else have any problems?

TRISTAN SHARPE

Q "Can you give me any cheats, level codes, tips etc for

a) LEMMINGS
b) OH NO MORE LEMMINGS
c) LEMMINGS 2
d) CHRISTMAS LEMMINGS
e) ZOOL
f) TROLLS
g) MONKEY ISLAND 2
h) CANNON FODDER
i) ROAD RASH
j) F1 GRAND PRIX
k) INDY 500

LOOSE ENDS

These readers are having about as much success as, er, I am trying to think up a suitable metaphor.

Q "I have been following the SIMON THE SORCERER solution you very kindly printed *(We do our best. – Ed)* but I can't find the shopping list that I am told to hand to the shopkeeper."
Dave Booth, Riddings

Q "It's the bit where you have to get a password on floor 84 of D/GENERATION that is getting my goat. I've spoken to the guy who says the stuff about black wings coming across the desert and I've tried everything he says but I can't get it to work. Why not?"
Joe Quinn, Somewhere

Q "I'm stuck in LEGEND OF KYRANDIA. I've followed the tips in issues 22 and 23 but I still can't find the Potion Mixer. Any ideas?"
Craig Stewart, Aberdeen

Q "In LABYRINTH OF TIME I need to find myself a shirt. I've been told that it is somewhere near the city street section but I can't quite put my hands on it, as it were."
Paul Japp, Surrey

Q "I have WAXWORKS and I am very stuck. How do you get the address book that the pimp is holding? I know I have got to find someone, but where is he? And how do I open the crate? I'm trying to save the world here!"
Currant Harris, Hampshire

Q "I have a problem concerning BATTLETECH. I recently bought this on budget from Prism and have almost completed the game, in the respect that I have assembled the entire Crescent Hawks team, located the Professor, found the cave containing the cache, unlocked all the doors, laid my hands on the actual cache, activated the generator and located my mech. However I have come a bit of a cropper, in that I can't work out the correct white code in the map room needed to use the communication room. A solution in an ancient copy of AMIGA FORMAT claimed the code was featured in the manual (but gave it anyway). Except it's not in the one Prism supplied (and the one they gave doesn't work)."
David Mallet, Bristol

Q "I wrote in two days ago asking a question about LABYRINTH OF TIME. But I've worked out for myself now, thanks."
Paul Japp, Surrey

Q "I am incredibly stuck in DARKMERE. I've looked everywhere, but I can't find the three missing potions for the Alchemist."
James Crawley, Chesterfield

Q "I have seen passwords for the A1200 and A500 versions of JURASSIC PARK, but are there any for the A600 version?"
Bernard Hatton, Liverpool

Q "Hello. Me again. I'm stuck again on LABYRINTH OF TIME. I've now got everything I need to finish the game but I can't complete the middle bridge section to reach the Minotaur. How do you open the door inside the Mayan Ziggurat? I'm sick to death of going back and fourth pulling levers."
Paul Japp, Surrey

Q "I have been going round in circles on EYE OF THE BEHOLDER 2. I have found almost every secret room there is going and I have opened almost every door but I still have a skull key and I need to find two red keys for the Private Chambers. Surely there's somebody out there who can help me, please?"
Rebecca Bristow, Milton Keynes

l) STUNT CAR RACER and
m) MICRO MACHINES?
Ta mate."
Tristan Sharpe, Asenby

A Crikey. Er. Crikeroony. Yes. Crikey indeed. Okay, since you asked so nicely, here goes, but it looks like you might be hogging things rather: (a) To turn a Lemming around without using a Blocker, dig for a couple of shovelfulls and turn him into a Builder. You can still move the mouse pointer around the screen and select icons whilst paused, useful in otherwise narrow scrapes. And to complete Taxing level 3 (a bummer), build two bridges immediately, mine downwards in front of the bridge, dig a hole immediately before the next pillar, appoint the two front Lemmings Builders and give them a parachute, and they should then, having built through, build a bridge high enough to stop the main Builders from falling to their deaths. And the final code is GKOLLOIIJN. (b) Last level codes: Tame – RTFLCILEBK, Crazy – BILTTDIICL, Wild – PUFIBILMDP, Wicked – FILTUDHQEJ, Havoc – PTDIFILEGL. (c) Go to each corner of the menu screen and press both mouse buttons until you hear a Lemming faintly squeal 'Let's Go!' to select any level on any tribe with 60 Lemmings on each. (d) Blizzard level 4 code (plucked randomly for arguments sake) – KLFLCKKNEDX. (e) GOLDFISH. (f) Nope, can't help you there I'm afraid. (g) Start playing and get to the Soda Pop level. When it says 'Get Ready', push the joystick Up, press Fire and pull Down. Escape will now skip levels. Herman Toothrob's philosophical riddle is irrelevant. (h) On mission twelve phase six you must blow up the factory from within its own gun turret. Complete the final mission thus: Grenade the two sets of walls, go down the ladder, split and arm two men with everything you've got, send three to the left and two up the next available ladder to the pressure pad. Send a single trooper left, up and past the turret to the second pressure pad and swim the remaining two down screen, shoot up the steps, run to the pad and summon the chopper to take out the remaining buildings. (i) Enter the codes 21132011H7 and VUKBE27QAG on the title screen to get you onto the second level. (j) On the last lap, go into the pits, brake sharply, Escape, accelerate the time and you'll be ranked into first place. Also try slipping into the pits after your first lap, and holding down the keys PALIR and pressing Fire to make you invincible. (k) When you're told to start your engine, press Fire. When the starter says 'Go', press 'P' twice to win the race with the fastest lap time. To take the lap record: Chose the Lola/Buick and customise with Fuel – five gallons, Drag – front two and rear one notch from top, Tyres – right hard, left soft, Stagger – +0.20 inch, Pressure – right 24 p.s.i. front left 28 p.s.i., rear left 25 p.s.i., Shocks – two up from firm, Cambers – front right -0.50, front left and rear right +0.25, left rear +1.00, Gears – first at 9.30. To qualify: Use ten gallons of fuel and first gear at 8.13. (l) If you get stuck in a hole or at the bottom of a jump, drive slowly up to the wall and accelerate with boost to minimise damage. (m) For a sure win on track six (the Cue Ball Race), zoom onto the wooden edge of the track and onto the 'Up' ramp. You'll explode twice, there'll be a strange bleep, and one lap will be knocked off your Remaining Laps counter. Carry on around the outside of the track and repeat, but be sure to drop back down onto the beige on your final lap else you'll be forced to go round again.

CASES CLOSED

The best tips win prizes, so please let us know what kind of Amiga you've got – it's in your interest.

PUSHOVER

Q 14342. That was the code for level twenty, but that's not what Lisa Edwards of East Sussex wanted. She wanted to know how to do it.

A "Pick up the Bridger and walk right and off the edge of the ledge. The block will drop with you. Pick up the Ascender and place it immediately to the right of the normal block, and push the normal block to the right."
'PAF', Leeds

LEMMINGS 2

Q Joseph Robertson of Roberton offered some friendly advice to Gary Jenkins of Sidmouth regarding Beach Level 8 back in issue 35, but it transpires that this may not have been much use.

A "Have you got your head up your backside? You should know that there are no hoppers on that particular level, nor on any Beach level. [Mimes stupid face and makes insulting noise.]

"The correct procedure is to make Lemming number one ride a magic carpet, and number two attract the metal block. Allow the Carpeteer to ride where he wants to go and when he reaches the left edge of the platform, build a bridge upwards. This should take five Builders.

"When someone walks down the bridge, bomb him at the very bottom so that he falls back onto the sandy platform. Take another carpet, blow him over the obstacle to the right and land him next to another so that he turns around. Fire an arrow upwards so that it lands back down, then make him build on the platform just before the exit (just in case the platform isn't big enough). Finally, jump the attractor.

"Hope that's a bit more help. I can't do Classic Level 10 or Sports Level 5 though, so if anyone would like to return the favour..."
Joona Palaste, Finland

Q Joseph was also having problems of his own on Circus Level, 'the one with just one screen, two cannons and a trumpet'. And, er, and whilst browsing through an issue of AMIGA FORMAT (what better way to supplement your monthly dosage of AMIGA POWER than by reading a magazine written by people who, if you were to write in to ask how exactly you do connect a Citizen LSP10 printer to an A4000 running Workbench 3.1, aren't likely to come around to your house and set fire to your parents?) I accidentally stumbled across the answer.

A "Make the first Lemming a Climber, bomb him through the floor and move the cannon to point through this hole. Wait until he reaches the exit then jump him over twice over. If the success rate is negative, adjust the cannon slightly and try again. Let the Lemming out with two Glue Pourers, one to the far left, one to the far right. Next do a Bomber at the bottom of the trampoline pit, and finally a Fencer to the right."
Alex Churchill, courtesy of AMIGA FORMAT

BLACK CRYPT

Q Bob Jones of Greenford was in the lifestealer section and had found two of the three crowns. "I'm in the lifestealer section and I've found two of the three crowns," he wrote.

A "You should have the key to the third door. This should lead to three teleporters: one to the left, one right and one straight ahead. Face the right teleporter, and when it switches off, flick the switch behind it then quickly run past the teleporter to the left and flick that switch. This deactivates the third teleporter, moves two blocks of stone and reveals a fourth teleporter. Head down the left corridor past the new teleporter (which should be temporarily deactivated) into a series of tunnels. After a bit of puzzle solving, which I'm sure you wouldn't want me to fully divulge, you'll find the third crown."
Alan Mather, Co. Durham

BLOODWYCH

Q And Paul Japp of Surrey couldn't find the Gem in the Keep. "Where in heaven's name is the Gem in the Keep," he said.

A "There are four gems to find in the game, one from each tower (Serpent, Dragon, Moon, Chaos). The Serpent Tower is the first to be completed. When this is done you will have a key to access the next tower and so on. When all four towers are complete you will be given a key to access Zendock's Lair and enter the final battle."
Alan Mather, Co Durham

HEIMDALL

Q And finally, Messrs Martin Cross of Stirling and Alex Mesoudi of Watford were having an a) to d)'s worth of trouble with paths, trees, hammers and dragon eggs.

A "a) The 'Choose your class, choose your path' bit: It doesn't really matter which you take, but Heimdall himself can only enter the Warrior Portal. The Way of the Druid requires less fighting (you'll need to use the spell of Teleportation to pass the three pits), but either way you'll end up with the same items."

b) The tree: A silver coin goes in the middle (of which there are two or three knocking around World One) which lands you with Serpent Killer spell.

c) Thor's Hammer: Sail from the small bottom left to the top right island attacking the Sea Serpent with your new spell. Once landed, kill the monster to the left and give the six scrolls to the cheeky chappy through the doorway in exchange for the stone key. Kill the other monster in the first room and use the Jade Key to unlock the Northern door. Watch for arrow traps and appearing monsters, and DO NOT TOUCH the walls as you pass through the next room to unlock the northern door with the stone key. Enter and cast the Shrinking spell from the small island in the bottom left of the map.

d) The Dragon's Eggs: These are hidden on an island which has something to do with boats or barrels or something, I think. Detect Doors in all rooms, though. I know that. Once all the sisters have been given their presents the door to the house in the centre of the island opens up and you can grab the mouthpiece to use on the Horn on the top right island. You may have to use a Disenchant or Revelation Spell to get it, but I can't quite remember. But the horn will blow your ship across the magical barrier, which is good news."
Paul Fillery, Worcerster

FLASHBACK

Q And finally finally: Faulted though I supposed I am, I do actually like to think that at least I'm the sort of person who manages to get the right end of the stick in life. However...

A "I was looking through AP37 and I noticed you giving Steven Marsh of Co. Durham a helping hand with finishing the game. From the answer you gave, I don't think you fully understood his problem – what you didn't mention was the lift, and this was what had me stumped for ages too. It's at the far right of the far right screen, by the railing, and this is what you have to take up (by pressing Fire and pulling Up) to finish the game. Bye Bye. *(Bye indeed, but only until the next fabulous edition of the mightiest Amiga games magazine on the planet. – Rich)*"
Kirsten Gillespie, Glasgow

Answering questions on Amiga games is my game, and Rich Pelley, The Last Resort, AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW (marking your envelopes 'Questions' or 'Answers') is my name. (And address.) (And pointless requisition.) Next month? That's when I'll see you next, I suppose.

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MARCH 1992
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APRIL 1992
PARASOL STARS!

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MAY 1992
ALL-TIME TOP 100!

ISSUE 14
JUNE 1992
FIRE AND ICE!

ISSUE 15
JULY 1992
SENSIBLE SOCCER!

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AUGUST 1992
CRAZY CARS 3!

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SEPTEMBER 1992
PREMIERE!

ISSUE 18
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ISSUE 20
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ISSUE 24
APRIL 1993
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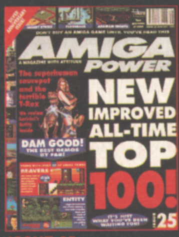
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ALL-TIME TOP 100!

ISSUE 26
JUNE 1993
SUPERFROG!

ISSUE 27
JULY 1993
THE LOST VIKINGS!

ISSUE 28
AUGUST 1993
SYNDICATE!

ISSUE 29
SEPTEMBER 1993
SOCCER KID!

ISSUE 30
OCTOBER 1993
MICRO MACHINES!

ISSUE 31
NOVEMBER 1993
URIDIUM 2!

ISSUE 33
JANUARY 1994
MORTAL KOMBAT!

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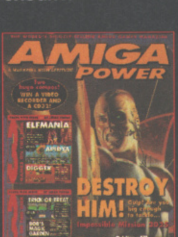
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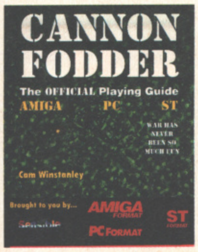
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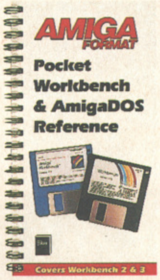
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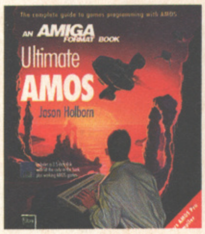
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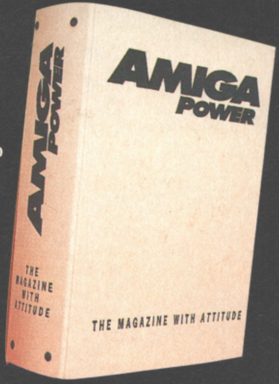
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PICK THE GOAL OF THE MONTH!

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You'll realise by now that when it comes to matters football-related, Steve McGill can get a little – how can we best put this? – over-involved. And since the arrival this month of *Empire Soccer* (see review on p42-43), he's been virtually paralysed by excitement. "Look!" he gasps every few minutes. "Did you see that? Did you see the way I curved that one in off the post! It was glorious – just like that final back in '88 when Kil– Gmmph."

This was obviously rather irritating, but then we had an idea. Steve, we said. Why don't you play nothing but *Empire Soccer*, for ages and ages, until you're completely sick and tired of it. And while you're doing it, note down your five finest goals. Then we can get the readers to write in a vote for the best one. Then, after a brief celebration, YOU MAY NEVER MENTION FOOTBALL AGAIN. "Okay," said Steve.

THE PRIZE

But could we persuade the football-conscious amongst you to write in and vote? How does a fabulous Amstrad CTV1410 colour television with a SRD550 stereo satellite receiver/decoder and SDM260 satellite dish sound? All remote control, of course. With it, you'll be able to watch as much football as you could ever desire, plus loads of films, cartoons, unintelligible Belgian soap operas etc. You'll also get a copy of *Empire Soccer*, as will ten runners up.

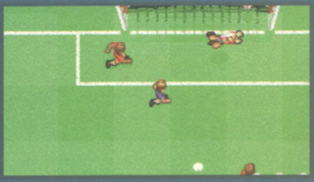
WHAT YOU MUST DO

Closely scrutinise the five goals Steve has chosen, and pick the three best, in order. Write them on the back of a postcard in decreasing order of greatness (eg, 1 a, 2 b, 3 c) and send them to: Surely This Is The Winner Ref, AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW, to arrive by 30 August, 1994. We'll tot up the results and, via some sort of fiendish points system, arrange the goals in order. The readers whose votes come closest to the final order will win.

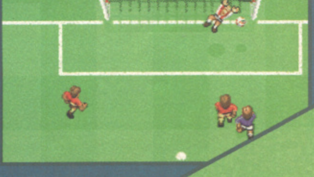
THE GOALS

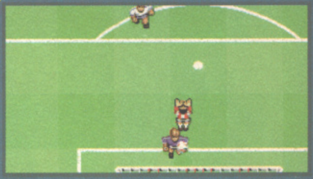
Let's look at some of Scotland's spectacular successes in full:

a) Scotland's top striker blazes through the Bolivian lines! He powerdrives the ball quite literally through the keeper for a magnificent goal! And is later arrested for manslaughter.

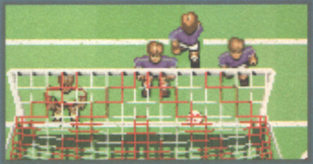


b) A long slow lob from midfield finds Scotland's other top striker waiting! He feints to the left, then taps the ball ahead! The keeper is completely fooled and dances in frustration!

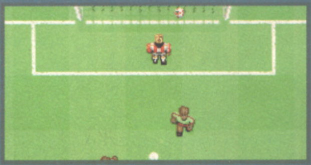




c) The Scottish right-winger chips the ball high, catching the keeper unawares! Scotland's star player follows through with a skilful nose nudge! Another splendid goal!



d) And it's plucky Scotland to the fore once again! They weave! They jink! Two of them beat up the defenders and the keeper while the third dribbles the ball over the line! It's a goal!



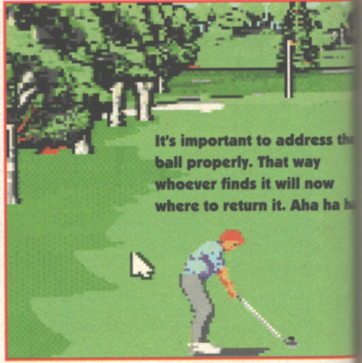
e) With no Scottish players in sight, Cameroon's goalie turns and rockets the ball into his own net! A great goal, and one that almost certainly saves his kidnapped daughter from Scotland's wrath.

RULES

1. Employees of Future Publishing and Empire can just hold it right there.
2. Entries arriving after 30 August, 1994 won't have a hope of winning.
3. The referee's decision is final.

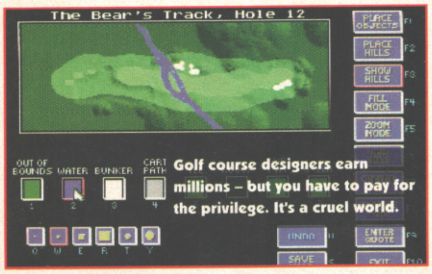
BUDGETS

As the long summer days finally arrive, software publishers around the world decide that you want to stay indoors and play sports simulations all day. Bonkers eh?


It's important to address th
ball properly. That way
whoever finds it will now
where to return it. Aha ha h

JACK NICKLAUS' UNLIMITED GOLF & COURSE DESIGN

Runs on: A500, A600, A1200
Publisher: Action Sixteen
Price: £16.99
Release: Out now



Golf course designers earn millions – but you have to pay for the privilege. It's a cruel world.

Some might argue that enough of our countryside has been chewed up by golf courses already without Amiga owners building more of them. But luckily for Jack Nicklaus, AMIGA POWER has never let personal prejudice get in the way of incisive reviewing.

So – golf, then, eh? Tch. Oddly, though, despite the undeniable crapness of the sport, golf games on the Amiga can be curiously playable. Just look at *PGA Tour*, a truly fine game which you don't need to be a fat businessman or unfunny comedian to enjoy.

The design-your-own-course concept is one I haven't come across before, though. The theory is that if you get bored with the two courses supplied with the game – Muirfield Village and Jack's own The Bear's Track – you, er, design your own. This involves using a sort of drawing program, which lets you spread grass, trees, water, hills and bunkers all over the place, and then renders them in 3D. (You can even redesign the trees to look like houses or monsters if you've got the patience.) A good idea? Er, well, maybe. Extremist golfers will no doubt have hours of fun coming up with the greenbelt-demolishing plan of their dreams. But for the rest of us, it'll be novelty-value only – designing ridiculously hard spiral holes, or holes with huge lakes in the middle – and the possibilities soon run out.

That means the package's success still relies heavily on whether *Jack Nicklaus* is a good game in its own right. And, frankly, it's not. It's got all the accessibility of *PGA*, and the ball zings about well enough (although taking shots isn't quite as comfortable as in *PGA*). But after each shot is taken, there's an embarrassing pause as the view is slowly re-drawn from your new position. And the results don't look half as pretty as *PGA*'s. We end up with a frustrating, lumpy-feeling affair that never gives the feeling of fresh air and open space that's so essential to the success of a golf game.

● ***JONATHAN DAVIES***

THE BOTTOM LINE

As a tool for designing and testing golf courses, this works undeniably well. But building courses isn't a tenth as much fun as playing on them, and *PGA* or *Nick Faldo* is much better for doing that.

65 PERCENT

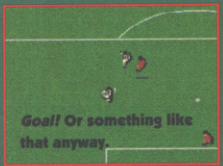
WORLD CUP YEAR '94

Runs on: A500, A600, A1200
Publisher: Empire
Price: £30
Release: Out now

When it comes to packaging and assembling games compilations, it seems that Empire can do no wrong. In AP36 *("Cam" – Uncle Joe Stalin)* reviewed their Award Winners Gold Edition. It consisted of *Sensible Soccer, Jimmy White's Snooker, Elite* and *Zool*. A decent compilation by anyone's standards. He awarded it 88 per cent and summed up by saying: "Smart compilation of genuine grade-A classics... unimpeachable value."

There's no getting away from the fact that this compilation is aimed at dyed-in-the-wool football fanatics and therefore has a more specialised, tied-in-to-the-World-Cup attraction about it. It consists of one Grade-A classic in Sensi, two B+, not-quite-classic-but-definitely-in-contention-for-being-awarded-that-accolade games (*Goal* and *Championship Manager 93/94*) and one relegation candidate (*Striker*).

Let's start with *Sensible Soccer*. Even if I was to plunder the AP Dictionary of Super Gushy things to say about games we love, there'd still wouldn't be anything to say that hasn't already been said about *Sensi*. So that's that sketch knackered then. (Everyone's got a copy anyway.)

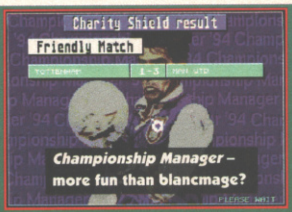

Goal! Or something like that anyway.

SCOTLAND 0-0 ENGLAND
Now, that's more *Sensible.* Aha ha ha ha.

Cor! Look at the size of that *Striker's* thighs.

Following closely on *Sensi*'s heels is Dino Dini's *Goal*. It's *Kick Off 3* in all but legal injunction name and is widely *(Widely? – ("Cam" – Uncle Joe Stalin))* considered to be not far behind in the playability stakes. You can trap the ball, change direction very quickly, throw the ball about a bit, swap views, access a radar type of screen, use a zoom function and, more importantly, hold the fire button down and then release it to determine the strength of your shots. This control method is the exact opposite of *Sensi*, and I've always had a bit of an internal misunderstanding with *("Cam" – Uncle Joe Stalin)* over its obvious benefits, which is probably why he's gone off in a huff. Bye *("Cam" – Uncle Joe Stalin)*. *Championship Manager 93/94* has been in the Top 30 chart for what seems like forever and a day. It's the beneficiary of oodles and oodles of stats, lots and lots of decisions to be made and a general all-round feel of being involved. It's slightly marred, however, by the lack of any animation to break up the text.

The last of the games, and the one which is absolutely the least good of all the offerings laid before you, is *Striker*. Some people like it for its immediate playability, others for its video recorder-like action replay function and yet others for its variably sticky ball. This last function lets you tailor the speed and tactics of the game to your own idiosyncratic preferences. But then, some people like piercing their nipples and engaging in similar techno-fetishistic delights. Deduce



Championship Manager – more fun than blancmage?

from that what you will.

In summary and in conclusion, I'd recommend this compilation. Sort of. *Sensi* is without doubt the flagship of this collection, overshadowing *Goal* and making *Striker* look stunningly poor, but you've probably already got it. You'd basically be buying it for *Sensi* and *Championship Manager* (which fairly obviously works out at a reasonable £15 a pop) with the other two filling up the box in a few hours-passing sort of way while you watch the rain dribble down your window panes.

● ***STEVE McGILL***

THE BOTTOM LINE

Aimed to coincide with the USA tournament, this compilation doesn't offer anything like as strong a line-up as Empire's Award Winners. One for footy game fanatics. *(Nngh. – Cop-Out Ed)*

79 PERCENT

ROURKE'S DRIFT

Runs on: A500, A600, A1200
Publisher: Tactix
Price: £10
Release: Out Now

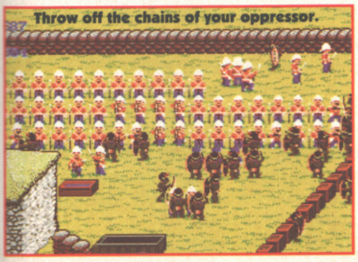
The battle of Rourke's Drift in January 1879 pitted just over 100 British soldiers against over 4000 Zulu warriors. In the furious fighting that resulted, the British repelled the attackers and 11 Victoria Crosses were won, as well as an Oscar to Stanley Baxter for Best Supporting Actor and numerous commendations for the sweeping cinematography. Hold on, I've got that kind of mixed up... or have I? Historians take note, as far as most people are concerned, Rourke's Drift featured Michael "Don't throw those bloody spears at me" Caine, Kirk Douglas escaped from slavery and badly defied the Roman Empire, and George C Scott halted the German advance in the Ardennes offensive of 1944. Films are reality.

And it's this point that's both the strength and weakness of this game. Anyone who's seen Zulu has an entire brain full of images of war and death on the African veldt, of burning kralls and whooping Zulu impis, so rather than having to imagine the setting, they've already seen it. The familiarity means that you know what to expect in the battle.

Which makes it all a bit disappointing when you get to play. Pootly music adds nothing and the rows of soldiers and attacking Zulus look a bit naff. The single perspective also means that loads of troops tend to get lost on the blind side of the hospital building. And the control system – uurghhh. There isn't an option to tell the troops to fire at will, so they'll just stand there until they're forced to fight hand to hand, and with the odds at a staggering 400 to 1, it doesn't take a genius to work out the importance of guns in their victory. And you can't be the Zulus and have fun. If you played it through once I'd be surprised. If you played it any more than that, I'd have to say you were lying.

● *CAM WINSTANLEY*

Throw off the chains of your oppressor.



THE BOTTOM LINE

An interesting idea that's so hideously implemented it's a real disappointment. The sooner Impressions scrap their ill conceived Micro-Miniatures system in favour of something playable, the better.

44 PERCENT

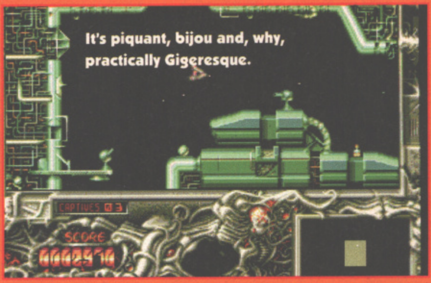
THE EXECUTIONER

Runs on: A500, A600
Publisher: Titanix
Price: £10
Release: Out Now

Brace yourself for another rewritten review of a game already covered in the exalted pages of AP. *(Ha ha. No, really. – Ed)* The unsubtly-titled *The Executioner* was originally covered by *("Cam" – Uncle Joe Stalin)* in AP5 and he awarded it 55 per cent. "Not bad, if a bit repetitive," he concluded.

I can't disagree with that at all. What I do disagree with is the score. 55 per cent is a teensy-weensy little bit hard. The game is an *Oids* derivative with a bit of a plot bolted on. You've got to find four parts of a key to crack the secret of the universe or end the tyrannical reign of a megalomanical evil ruler, or something along that particular plotline.

Even to have a chance of finding any of these keys, you've got to land on planets and find enemy pilots. While on the planets, you'll find all sorts of inhabitants and strange creatures intent on killing or marring *("Marring"? – Ed)* your little lunar lander thing. Just like *Oids*, you control the craft by careful use of thrust and rotation. You're also equipped with a gun and a tractor ball, which you use to pick up things like prisoners, fuel, keys and transmission pods.



It's piquant, bijou and, why, practically Gigeresque.

Just like *("Cam" – Uncle Joe Stalin)* highlighted in his original review, the lack of a keyboard option is lamentable and, frankly, pretty stupid because YOU HAVE TO USE UP TO THRUST. (There's also an option to go to a bar that seems to be there for the sake of it, because you can't actually do anything like play the coin-op sitting in the right hand corner. Pshaw, eh?)

The last and final bit that needs mentioning is the torture of prisoners that you pick up. You can either sell these prisoners (or slaves as the game likes to call them) or else torture them to try to find the locations of keys. The torture sequences are pointless and entirely horrible, with the disturbing object of titillating mad people, or something. Maybe that's why *("Cam" – Uncle Joe Stalin)* gave it such a low mark. We'll never know now. Sadly. *("To the enduring relief of the glorious masses." – Uncle Joe Stalin)*

● *STEVE McGILL*

THE BOTTOM LINE

The lack of keyboard controls make the game too picky to be truly considered a good game, but there's quite a bit of entertainment value in there somewhere, especially at this price.

69 PERCENT

BODY BLOWS

THE BOTTOM LINE

It's Body Blows. Again.

74 PERCENT

Runs On: A500, A600, A1200 (1 Meg)
Publisher: Team 17
Price: £13
Release: Out now

It's that *Body Blows.* Again. And it's still jolly good(ish).

● *JONATHAN NASH*

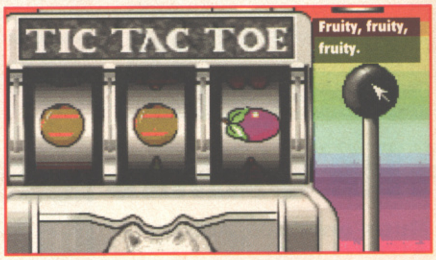
BANDIT MANIA

Runs on: A500, A600, A1200
Publisher: Mental Image
Price: £6
Release: Out now

Video fruit machines – what an odd concept, but one that people seem to go for. Even though you can't win anything. Even though fruit machines aren't very interesting. Weird.

Bandit Mania contains three games, one of which is gracing our coverdisk even as you read this. The good news for you but the bad news for Mental Image is that if you've played the Technology table, you've seen the best of the collection, and therefore have very little reason for forking out the small sum of cash to buy the full version.

The dullest one's Tictactoe *(It's called Noughts and Crosses, actually. – Ed)* where you press the mouse button to make the three tumblers go round. Er. With no nudges or holds, it's slightly less fun than plaiting spaghetti. A quantum leap up the fruit machine evolutionary ladder is the World Tour game, complete with little jingles from around the world and a couple of sub-games. You can nudge, hold and gamble, but the feature game (involving travelling round the world) *(No! But yes! – Ed)* requires absolutely no participation, so you've just got to watch it for anything up to a couple of minutes until it works out how much you've won. Zzzzz.



Fruity, fruity, fruity.

Finally there's Technology, with more sub games and features than the other two. They're still terrible though: the Pontoon game, for example, failed to recognise a pontoon. And, like the other tables, Technology pays out far too often, resulting in more credits than you know what to do with. (Except you can't do anything with them, obviously.) And yet, strangely, the Technology table held my attention for the longest amount of time.

If you really are the kind of sad loser that spends sunny days glued to fruit machines, then at least this is the same price as playing a real fruit machine for an hour.

● *CAM WINSTANLEY*

THE BOTTOM LINE

Take this simple test: play the coverdisk, and if you want more when it cuts out, look up Mental Image's address on the coverdisk pages and send off for the full game. I did, and I won't be.

61 PERCENT

ROAD RASH

Runs On: A500, A600, A1200, A4000 (1 Meg)
Publisher: Hit Squad
Price: £13
Release: Out now

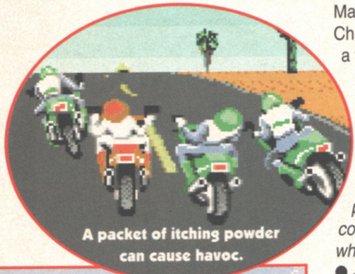
It's time for a quiz. Can you connect Danny Kaye with *Road Rash* before the end of this review? Remember, read slowly for extra time.

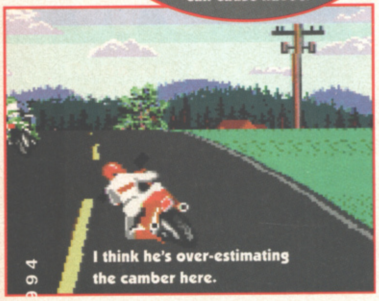
The game sounds ideal cartoon tie-in fodder, with lots of action and lots of pseudo-violence in which no one really gets hurt. It's basically a bike racing game with the novelty of being able to punch opponents off their bikes, and the fact it hasn't been snapped up by, say, D-I-C (a multinational paptoon manufacturer whose trademark, rather endearingly, is a small child peeping, "Dic") can only be attributed to phenomenal good luck. Anyway, racing game it is, and one that plays surprisingly well considering the altogether cheaply grim look of the thing. There are no gears or brakes which means the races flow all the better, and the welcome addition of barging, punching, kicking and hitting with clubs cheers the game up a great deal.

Problematically, you don't actually get to fight people that often. Because the pack is spread rather thinly, pocketing into terrible, competent and superior riders, there are long stretches when nothing very much is happening apart from the leisurely dodging of legitimate road users. Rather than the non-stop action slugfest *Road Rash* at first appears to be, it's more a nicely fast, largely uneventful, basically, well, pleasant game.

Road Rash goes out of its way to help (you can take part in a race any number of times to boost your final placing, and there are passwords to secure your valuable cash) and it is, essentially... nice. Just so, and no more than that. And Danny Kaye, of course, starred in The Court Jester, where he played alongside Angela Lansbury who later shot to ill-deserved fame in Murder She Wrote, a programme indirectly inspired by Murder She Said, the Margaret Rutherford film from Agatha Christie's 4.50 From Paddington in which a friend of hers witnesses a murder on a passing train thanks to their matching speed at a point of the line, which fascinating effect of relative velocities allows you to pugilistically unseat a rival in *Road Rash* without tearing your arm off. You see? *(Or is it possible because it's happening in a computer game and not the real world, who knows? – Ed)*

● ***JONATHAN NASH***


A packet of itching powder can cause havoc.


I think he's over-estimating the camber here.

THE BOTTOM LINE

Agreeable racing game with sporadic fighting bits that passes the time but doesn't really get exciting. Not as fun a bike game as, say, *Super Hang On* and not as fun a road warrior game as, say, *Road Blasters*. It's... nice.

79 PERCENT

LEISURE SUIT LARRY 3

Runs On: A500, A600, A1200 (1 Mb, hard-drive installable)
Publisher: Kixx XL
Price: £17
Release: Out now

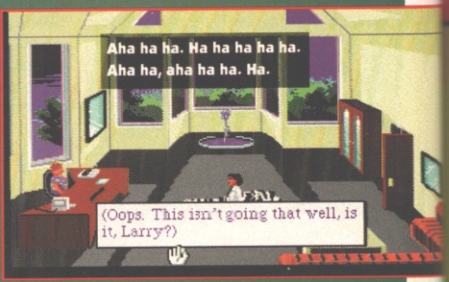
No, wait, look, this is rubbish. Yes, these games substantially outsell the likes of *Monkey Island 2*, but 14 million people watched 'Allo 'Allo. *Leisure Suit Larry* and its sequels perpetuate the myth that PCs are not used by gameplaying folk who want to network *Doom* but by emotionally restricted middle-aged rapidly failing businessmen under doctor's orders not to drink who want clumsy puerility masquerading as dangerous fun. *(Possibly. – Ed)*

Here is what is wrong with *Leisure Suit Larry 3*. The game mechanics are awful. You have to click on an object to walk to it, but you can get jammed in the scenery and have to guide Larry painstakingly to his destination. Actually doing anything involves typing commands of the get money/look desk variety which combines delightfully with the movement jiggery-pokery to create a truly monstrous whole.

The game communicates with you through large text windows that pop up, obscure the graphics and refuse to go away so you can move to the area they're hiding. Frequently you'll enter a story sequence which you can neither skip nor interrupt and which involves disk accessing between each five-line speech bubble. (At least the game recognises a second drive.) The puzzles are exactly as obvious as you'd expect, except with Hilarious Objects, and if you can be bothered shoving the imbecilic Larry around everything in his path, you'll find the game linear and unsubtle.

Aarghhh... no, I have to mention the jokes. America may be the country that brought us His Girl Friday, Heathers and, indeed, *Monkey Island*, but they venerate Benny Hill, had Police Squad cancelled for being too clever, wasted Gremlins 2 at the box office for the same reason and hated Reservoir Dogs. *Leisure Suit Larry 3*'s sense of humour is loud, crude, violent, nasty and hopelessly unfunny.

● ***JONATHAN NASH***


Aha ha ha. Ha ha ha ha ha.
Aha ha, aha ha ha. Ha.

(Oops. This isn't going that well, is it, Larry?)

THE BOTTOM LINE

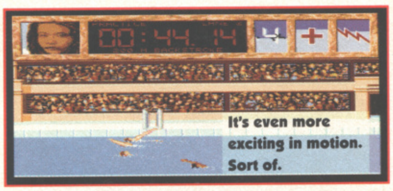
Plays like walking repeatedly into a wall, looks like the work of a bad artist proscribed curves, sounds like a Bontempi demo tune and has the laughs of a modern-dress Carry On. It is a bad thing. Which oddly costs £3 more than the other versions.

9 PERCENT

THE GAMES

Runs on: A500, A600, A1200 (1 Meg)
Publisher: Ocean
Price: £13
Release: Out now

The best ever episode of TV's famous Animaniacs features a colossally dull man called Pip Pumphandle. Wakko, Yakko and Dot make the fatal mistake of approaching him at a party, and the rest of the cartoon details the accumulatively debilitating effect the infinitely protracted story of how Pip met celebrity Bob Barker has on our irrepressibly gleeful chums. Their normally reliable armoury of bizarre tricks singularly failing to deflect Pip's unstoppable monotone, the Warner Brothers (and the Warner Sister) flee the party, pursued by the genial, ambling horror. Cornered on the bus home, the trio has no option but to endure Pip's relentless drivel as best they can, until finally they are able to leap suddenly out of the vehicle and bolt for their water tower home. But, terrifyingly, Pip has pre-empted their escape attempt and is in fact resting comfortably in their front room, his nightmarishly uninflected commentary never once having missed a beat. The Warners, crushed, sob defeatedly and round-shoulderedly, hot tears pouring down their faces as their arms dangle loosely, these infallibly chipper fellows cruelly and utterly broken.



It's even more exciting in motion. Sort of.

And, do you know, a similar thing happened to me while playing *The Games*. A bravura attempt on Ocean's part to create a true international game, with language options, very little text, pots of icons and sub-menus to the nth degree, has gone very wrong. The simple idea (you're managing an Olympic team, and must get your competitors in shape for their events, before playing the events themselves) has been squashed flat by the interminably convoluted mechanics. To get anywhere requires more pointing and clicking than a poultry artist masterclass with some other vowels, and when you do get there, it's a joystick waggler. Still, at least you get loads of top facts about the Olympics, eh? That's got to be worth 13 nicker.

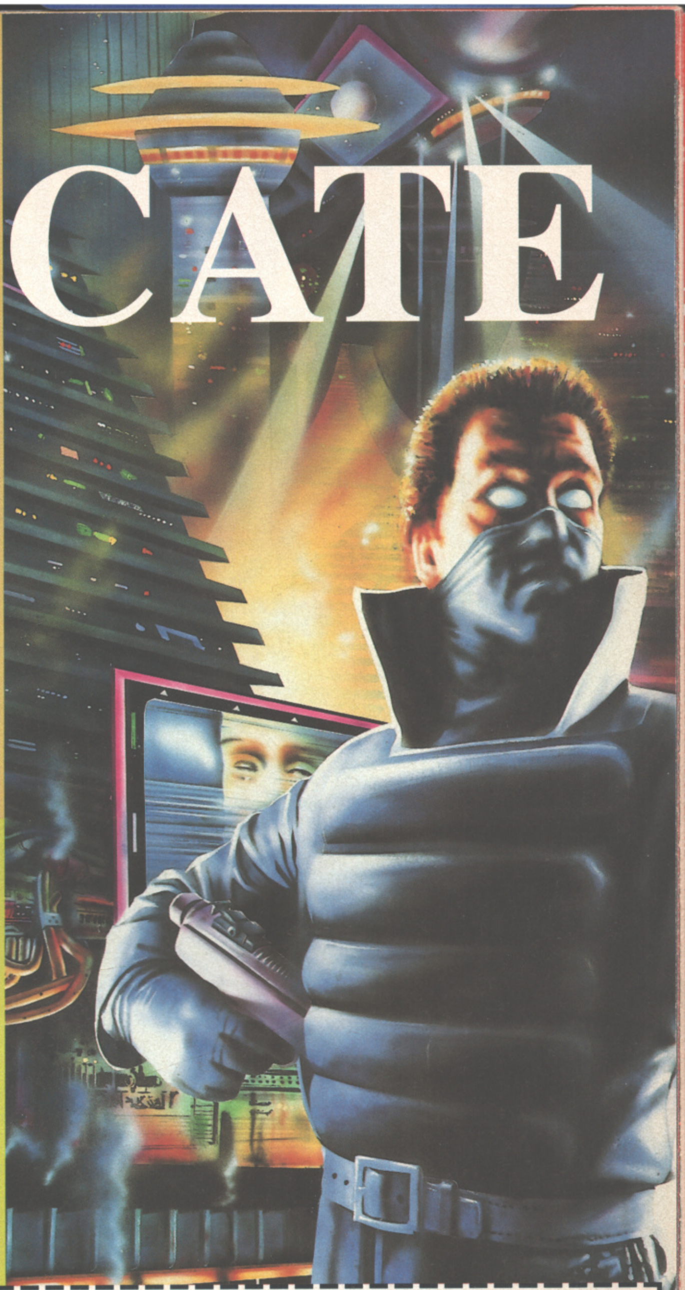
● ***JONATHAN NASH***

THE BOTTOM LINE

Interminably complicated, inexcusably dull and graphically quite horrible Olympic management sim with an almost fatally buried game struggling to surface and then turning out to be *Track and Field*. Ghastly.

16 PERCENT

THE OFFICIAL SYNDICATE PLAYING GUIDE



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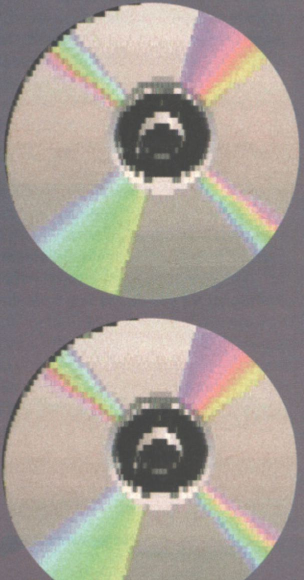
HI-HO SILVER LINING

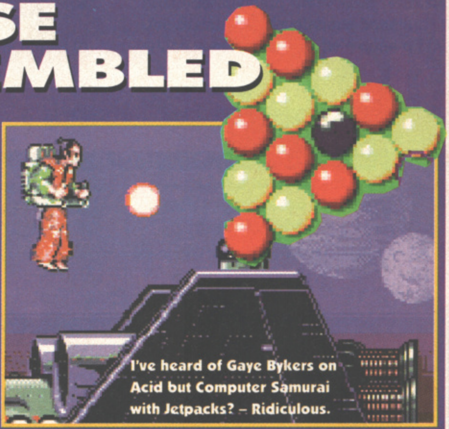
The part of the mag where ("A variety of reviewers" – Uncle Joe Stalin) takes a peek at all the games that have made their way from floppy to silver disks. Exactly the same idea as last month, in other words.



DROPPING OUR 'SCIENCE' ON THOSE ASSEMBLED

The EEC CD mountain continues to teeter and groan under the weight of more and more titles as they hit the shops. In the coming months expect some (if not all) of this lot to be heading your way. We'd like to give you release dates and things, but you know what these programming types are like. Schedule? What's one of them then?

SECOND SAMURAI
Psygnosis, £TBA
KINGPIN
Team 17, £15
ARCADE POOL
Team 17, £15
SUPERFROG
Team 17, £15



I've heard of Gaye Bykers on Acid but Computer Samurai with Jetpacks? – Ridiculous.

No doubt he can leap giant water lilies with a single bound. Well done.

BRIAN THE LION

Psygnosis, £TBA

Amiga version: 42%, AP37
Improvements over the original? Well, there's a rotating logo at the beginning of the game featuring, and here I quote, "transparency effects and brand new rotation effects." Oooo. There are 40 pieces of CD music, three of which I listened to before turning it down and playing in stony silence. The game uses three of the joypad buttons for separate functions, and has rather natty parallaxing backgrounds, so points added for that. There are also extra levels and bonus sub-games, and new objects, puzzles and baddies.

The end result of this impressive overhaul? Well, it's now a dodgy platformer that looks better,

SABRE TEAM

Krisalis, £30

Jake and Elwood go to pay their taxes. Yesterda

LEMMINGS

This is a picture of the great game... er, thingy. Oh damn – it's on the tip of my tongue... er... no, sorry, it's gone.

but still has too many arbitrary deaths. There's also a jump that's so high, you can't see what you were aiming for. A great version of a very poor game.

Go on – jump! (Sorry Henry.)

THE BOTTOM LINE

CD32 A bit expensive for a two-year-old, but a more than welcome addition to the already-growing ranks of CD32 platformers.

52 PERCENT

CANNON FODDER

Would anybody who can tell what's happening here please write in and tell us?

Virgin, £30

Amiga version: 94%, AP32

No new levels, no extra sound and no gratuitous but pointless in-game music in this CD32 conversion, and it doesn't make the slightest bit of difference. It's *Cannon Fodder*, and so it's brill. For your money you do get a flashy intro sequence starring the Sensible crew and the option to play it using the CD32 controller, although to get into the full flow of the game, you really do need to get yourself a mouse. Shoot, bang, kill, run, swim, bomb, fly, rocket, spike, bleed, maim, drive, die, fall, slide, panic and bodge your way through 72 levels packed with moral disregard and political incorrectness.

THE BOTTOM LINE

CD32 Buy it for your CD32.

94 PERCENT

A1200 version: 89%, AP35

There are no major changes between this and the A1200 version of the game, mainly because all the problems had been ironed out between the 500 and 1200 versions. However, you do get an improved soundtrack, complete with extra sound bites from Mr Voiceover Man, Krisalis' very own cool sounding dude. Inexplicably, what you don't get are the extra two levels as promised a few months back. Yipes. What could have happened?

The game revolves around a four-man SAS unit and gameplay's similar to *Laser Squad*'s, with movements and actions taking up points. It's slow-moving and immensely tactical, but thoroughly enjoyable and absorbing, and the only minor downer is that the game begs to be played with a mouse but you've got to use the joypad. Bah!

Remember the maxim – superior firepower is good.

THE BOTTOM LINE

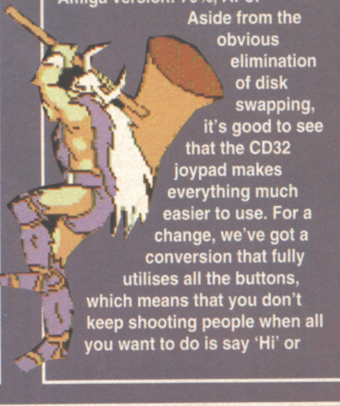
CD32 A nicely tweaked version of what was already an all-round polished and funky game. Don't expect a quick game or fast action, but do expect your men and escaping hostages to be mown down in droves.

89 PERCENT

HEIMDALL 2

Core Design, £35

Amiga version: 79%, AP37



Aside from the obvious elimination of disk swapping, it's good to see that the CD32 joypad makes everything much easier to use. For a change, we've got a conversion that fully utilises all the buttons, which means that you don't keep shooting people when all you want to do is say 'Hi' or whip out your shield. The isometric graphics remain virtually identical as you solve problems and leap from enemy to enemy, but there's nice new music playing away, so that's all right then.

THE BOTTOM LINE

CD32 Hard, hard, hard! Maybe it's just us, but the puzzles are too obscure. Sensible use of the joypad does helps to remedy some of the frustration, but it's still way too hard!

80 PERCENT

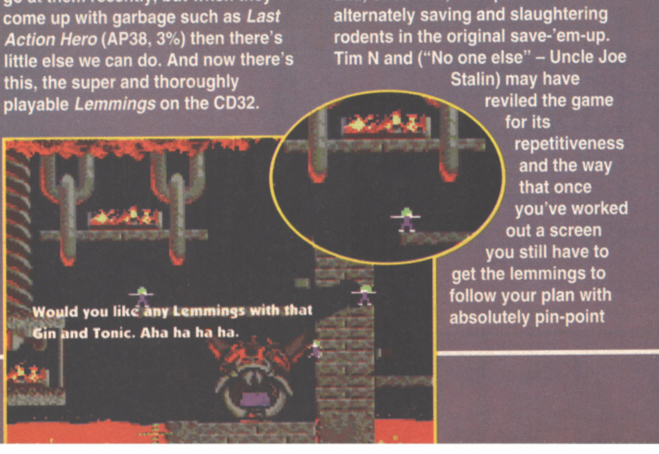
Psygnosis, £26

Amiga version: 81% AP21

We've a sneaky feeling that Psygnosis think we've been having a go at them recently, but when they come up with garbage such as *Last Action Hero* (AP38, 3%) then there's little else we can do. And now there's this, the super and thoroughly playable *Lemmings* on the CD32. Like the floppy version it suffers from too many easy levels at the beginning, but there are quadrillions of the things, annoyingly catchy tunes and, of course, the option of alternately saving and slaughtering rodents in the original save-'em-up. Tim N and ("No one else" – Uncle Joe Stalin) may have reviled the game for its repetitiveness and the way that once you've worked out a screen you still have to get the lemmings to follow your plan with absolutely pin-point accuracy, but I like it.

So what's the problem then? Well, although you do get a rather neat demo of some forthcoming releases *(A vital part of any game, quite naturally. – Ed)*, there's no two-player option. Now, offing your opponent's lemmings is the best part of the game, so Psygnosis have lost lots of points there.

And then there's the price. £26? What the hell are they playing at? We're talking about a game that came out in 1991, and they're charging full whack for it; a software crime of the highest order. While the likes of Core and Team 17 are supporting the CD32 with loads of cheap and cheerful re-releases, cynical cash-ins like this aren't doing the machine any favours at all. They could at least have included *Oh No! More Lemmings* to give you 200 odd levels, but they didn't. Oh No! More Cash For Psygnosis more like. It's just not good enough.



Would you like any Lemmings with that Gin and Tonic. Aha ha ha ha.

THE BOTTOM LINE

CD32 The lack of the two-player game and the inflated price taint this classic game's transition onto the CD32. The game's still fresh and inventive, even after all this time, although you really do need a mouse (and healthy bank balance) to get the most out of it.

73 PERCENT

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ISSUE 62

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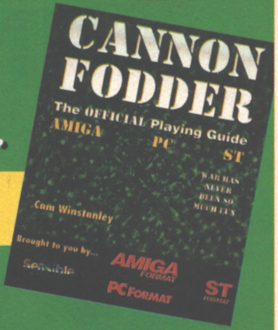
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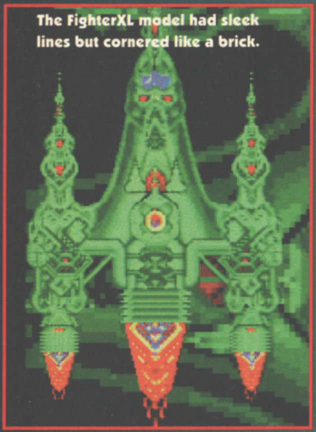
BLASTER


The FighterXL model had sleek lines but cornered like a brick.

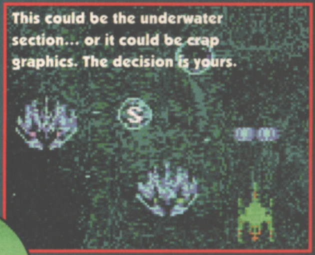
Epic

This is a concept shoot-'em-up, the concept being, "Let's make the graphics like nothing you've ever seen before." And they certainly have. Doyleys were the thing that kept coming to my mind. Or perhaps net curtains. Or lace. There's definitely an elegant, lacy feel about the game. I doubt whether this is the effect the programmers were aiming for, but that's what we've got.

But the strange delicacy of the graphics is offset by the all-out violence of the gameplay. This is non-stop blasting action that makes no excuses. Basically, it's that good old PD stand-by, the vertically-scrolling, sci-fi shoot-'em-up with waves of enemy ships flying down the screen in attack formation.

You can choose which difficulty level to start on (and there are quite a few) from the rather attractive option screen. Then it's on with the autofire and away you go. The onslaught is relentless but luckily this is one of those games that favours the shield method: you don't die instantly when a nasty gets you; instead some of your energy is drained away and you die when there's none left. This gives you the chance to pick up a few energy-replenishing power-ups.

So it looks good, there's loads of action and it's fast. But that's it. There's nothing much else to the game, and it does become rapidly tedious. Sure, it's exhilarating being able to shoot hundreds of aliens per minute, but only for a few minutes. After that you want something else. In this game, you don't get it.


This could be the underwater section... or it could be crap graphics. The decision is yours.

VERDICT: Well, at least it looks different to every other vertically-scrolling, sci-fi shoot-'em-up with its net-curtains feel. What a terrible shame that it doesn't play any differently.
★★★

WAYNE'S WORLD PONG

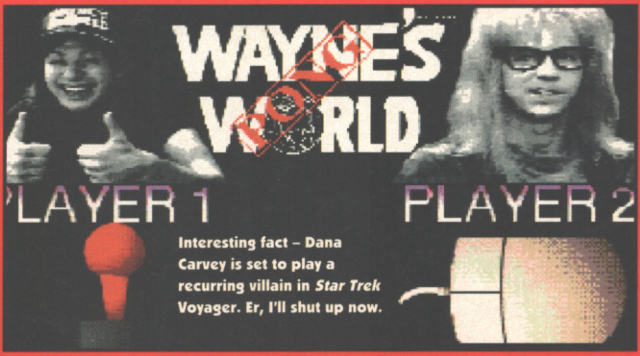
NBS

Go on, guess. You'll probably be spot on. Yep, you're right, *Wayne's World Pong* is *Pong* featuring, get this, samples from Wayne's World. Oh, yeah, and Scooby Doo.

To be fair, the samples are very good, and there's are loads of them – one for every occasion, in fact. Every time anything happens in the game, from the ball being hit to the screen faded, there's a sample to accompany it. So if you want to play a game with rallies that go something, "Ow... ooh... Ow... ooh... No Way! WAY!... Schwing... and fade to black," you might want to check it out.

But if you actually want to play something that's, well, playable, give it a miss. It's hard to go wrong with *Pong*, but somehow this manages it. Whoever gets the joystick/keyboard (both players aren't allowed mice) might as well give up.

VERDICT: Nice samples, shame about the game.
★★ (for the quality of the samples)



Interesting fact – Dana Carvey is set to play a recurring villain in *Star Trek Voyager*. Er, I'll shut up now.

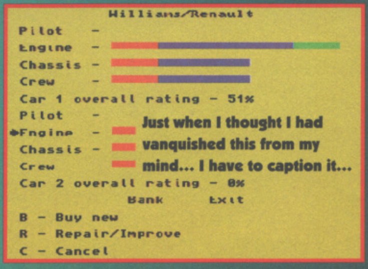
FORMULA ONE MANAGER

NBS

I'm quite surprised that NBS had the guts to send me this one. I can usually rely on them to send me some decent stuff, but if I ran a PD library, frankly I wouldn't let anybody know I had this in stock.

It is quite possibly the worst PD game I've ever seen (of the ones that don't actually crash, that is). It's a management sim – getting it off to a bad start – so inept it redefines the whole concept of ineptitude.

Once you get past the particularly badly-presented and unfriendly management decisions section – which consists of picking drivers and buying or repairing cars and engines – you come to the actual racing section.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Engine   -
Chassis  -
Crew     -
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Pilot    -
►Engine  -
Chassis  -
Crew     -
Car 2 overall rating - 0%
        Bank      Exit
B - Buy new
R - Repair/Improve
C - Cancel
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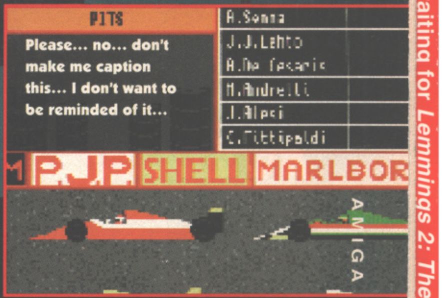
Just when I thought I had vanquished this from my mind... I have to caption it...



Please... no... don't make me caption this... I don't want to be reminded of it...

Oh dear. 80 laps represented by feeble-looking cars crawling past the pits, accompanied by the sound of someone stepping on a half-deflated set of bagpipes. And this goes on for an eternity. Or did it just seem that way. You don't even get to see any crashes.

And this is supposed to be fun? Even if you get some perverse kicks from the management section, you're not going to be able to handle the race section.

VERDICT: Expect to see this turn up as a challenge in that Japanese game show Endurance.
★

NEXT MONTH! issue along with a whole pile of top game reviews. Been waiting for *Lemmings 2: The Tribes*, *Flashback*,

SENSIBLE MASSACRE

NBS

This really has been a pretty dire month for PD. When something as downright dumb as this threatens to get the best score, you know things are bad.

It's subtitled Holland – The Revenge. Those of a more footballing inclination might have managed to put two and two together (if that's actually not a bit too difficult for anyone of a footballing inclination, that is) and worked out that this must be something to do with soccer.

So if you're still holding a grudge against those Netherlanders for actually being a decent footballing team and putting the final nail in the coffin when it came to England's chances of getting to the World Cup, you might glean some kind of entertainment from this schlock.

Not that England feel any sour grapes about not being in the World Cup.

Basically, forget league rules and throw away the ball. This rematch features just one England goalkeeper against seemingly infinite Dutch players. But this ain't no penalty shoot-out. In fact, there's no shooting at all, just a lot of bombing. Y'see, this goalie is armed and dangerous, and he's out to blow those Edam-munchers to smithereens.

So the tulip-pruners run down the screen, while you try to bomb them using the mouse to control the target. And that's about it. Apart from the fact that you can change the speed and duration of the game, and alter the colour of the pitches. Exciting stuff, eh? (That's sarcasm, for those of a footballing inclination, by the way.)

VERDICT: What's there in this football shoot-'em-up is polished stuff. But since there's so little there, that's not surprising.
★★★

AMIGANOID

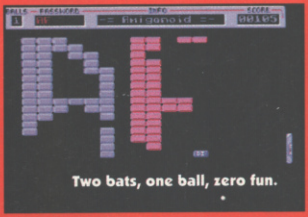
Epic

Well, it probably seemed like a good idea at the time. *Breakout* with two bats – one at the bottom, one at the side. It's got potential.

But that's about the only thing *Amiganoid*'s got. Playability it certainly hasn't. It's so slow. And boring. And dull. And lethargic. And… ah, just get your own Thesaurus, okay?

I'm not sure what went wrong. I love *Breakout*-style games, me. But this one has about as much spark as a recently-used Kleenex. Apart from the drab design, I think it must have something to do with the layout of the bricks. Or maybe the ball movement routine doesn't quite work properly. But whatever it is, you just don't seem to get those great long, multi-brick busting, ricocheting rallies you normally get.

Getting used to the two bats, both mouse controlled, is no great hassle either, so there's no challenge to be had there. The game just descends into a tedious slog to clear the bricks one-by-one in the vain hope that the next screen might be more exciting. It won't be.



Two bats, one ball, zero fun.

VERDICT: Yawn.
★★

SUPERLEAGUE MANAGER 2.01

Pathfinder PD

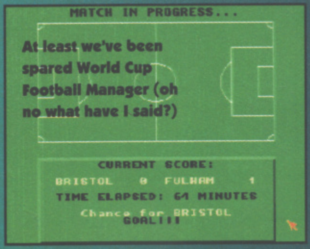
Okay, so you might have gathered that I'm no sports management sim fan. But I pride myself on being able to put my prejudices aside and make a level-headed, considered, objective decision about the quality of any game. So even though I enjoyed *Superleague Manager 2.01* about as much as being dragged naked behind a galloping horse across recently-laid Tarmac with a personal stereo playing a Worlds Apart LP grafted to my ears, I must admit that this isn't at all bad.

SLM 2.01 isn't a new game, but this latest version is a considerable improvement over the previous, rather drab releases. The screens have all been spruced up, an editor has been added so that you can create your own teams and players and, best of all, there's now a match section which gives you a minute-by-minute account of each game.

I've played better (in the line of duty) but this is a reasonable enough soccer management sim. Though the management choices are a bit limited – buying and selling players, choosing teams, sorting out a bank loan, building stands, that sort of malarkey – at least your choices do seem to make some kind of difference to the game.

Having said that, it none too tricky. It's pretty obvious what you need to do to progress through the leagues, and not too difficult to achieve it. There really need to be a few more variables added to make it more challenging. At the moment it's perfectly possible to get to the top of the Premiere Division in an evening.

VERDICT: Decent enough football sim, but so easy, only Graham Taylor would be still be stuck in Division Two after a couple of hours.
★★★



At least we've been spared World Cup Football Manager (oh no what have I said?)

It needs to be said...

This is a little box-out I need to do every so often in this column, because some people seem to be slightly confused about this whole public domain business.

Public Domain software is non-commercial stuff that has been written by amateur programmers. They release the software into the public domain (which is a concept rather than a place). This means that it is non-copyrighted and can be duplicated by anyone. So, in theory, PD software is free. If you know a mate with a PD program (maybe that he got off Amiga Power's coverdisk or from a PD library) then you can copy it completely legally.

Most people get their PD from PD libraries, however, and then they do have to pay, usually a minimal amount to cover postage, packaging, duplication and the running costs of the library. This is usually a couple of quid (if any library tries to charge you over £3 for a disk of PD, ask why – if they haven't got a good reason, shop around).

When we list a specific PD library along with a review, they're not necessarily the only library to have that game, so feel free to shop around. We just like to give you a name to make your life easier, but there are loads of PD libraries advertising in Amiga Power so feel free to check them out. They should all send you a catalogue of their stocks on request.

Finally, there are mutant strains of PD to watch out for, because some of them come with strings attached:

● Shareware – this is freely copyable, but it is not free. Huh? Well, you can copy it and use it, but if you like it and want to keep on using it, the programmers request you send them some money and become a registered user. If you do decide to carry on playing a shareware game, please do register; it encourages the decent programmers to churn out more stuff. However, some programmers use shareware as an excuse to release sub-standard tosh and expect to get paid for it. Do not encourage them.

● Licenseware – this is licensed to certain PD libraries only, will probably cost about £3-£4 (which is split between the programmer and the library) and is not freely-copyable. It is probably also of dubious legality, but it does produce some very good software occasionally, so who cares?

Where to go:
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☐ Boris Vangelis (2)
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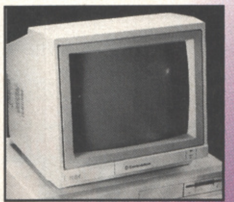

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DO THE write thing

You already know that we're dead fashionable and modern at AP, you know, modems and all that stuff. So, all you keen modem users can send us your ruminations as they occur to you. 'Netsurf' your comments to us at AMIGA POWER in the FUTURE-LEISURE conference on CIX.

● Or, address your letters to:
Do The Write Thing, AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW.

"PICTURE OF A KANGAROO"

Dear AP,

The crimes: Lack of imagination, and blaming others for what you do yourself.

The case for the prosecution: Kangaroo Court is a pale imitation of In The Dock which appears every Monday in The Guardian. Not only is it a blatant copy, but it also picks unlikely targets. Before every game on the coverdisk of the very issue in which Kangaroo Court judged 'Loading: Please Wait...' messages, an extremely similar message appeared. Is this self-criticism or stupidity? Surely a real-life prosecution is going to be made by Robert Leedham, writer of In The Dock?

The case for the Defence: In The Dock? Never heard of it. We read The Star, not The Guardian. And the coverdisk isn't anything to do with us, missus. We just write the magazine, we're not technical buffs. And Kangaroo Court has a nice picture of a kangaroo. It's just a coincidence. Yes, that's it. Or The Guardian copied us. Maybe.

Verdict: Guilty. This is no coincidence, it's downright deception and should be punished.

The Penalty: You shall be taken from this building and forced to play *Dangerous Streets*. You shall then be trampled by a herd of rhino and force-fed Poptarts. The jury has no mercy.

Judged by Jonathan Cowley, Leicester.

Unlikely targets? Try playing as many games as we do before you level that one at us. And actually, Kangaroo Court's a pale imitation of Judge Lionel Nutmeg's Kangaroo Court from Vic Reeve's Big Night Out, so you're wrong there. And we never read The Guardian (except on Monday when the media jobs are advertised) and, er, the coverdisk isn't anything to do with us, we just write the, ahh, magazine... Okay, it's a fair cop, guv.

"DREAMS ALL THOSE HOPES"

Picture this:

You're walking your dog and, as you pass the local supermarket, you have an immense craving for Shandy Bass. You look and look in vain, but then you chance upon a can of Liptonice and it speaks to you. "Drink this and be refreshed," it booms out. "And," it adds, "I'm only 30p." "Blimey!" you cry in a (rest its soul) YS manner. You open the can and...

It's disgusting! It tastes like cold tea! All those dreams, all those hopes are (sniff) washed away in a sea of cold tea!

Donkey Jacket Muggs, Lichfield

What? An iced tea drink tasting just like cold tea? Those advertising people, hey? They get you every time.

"ONE OUT IS GRAHAM"

Dear AP,

Which game is the odd one out: *Sensible Soccer, Man Utd Premier League Champions* or *Graham Gooch Cricket*?

Ahh – got you thinking now. Well, let me give you a clue. Cast your minds back to a story in national newspapers which told of a boy complaining about the lack of black Subbuteo football players. Stupid, don't you think, when some of our greatest footballers (Paul Ince, Paul Parker, Dion Dublin...) are black?

So what am I harping on about? Well, for starters, the odd one out is *Graham Gooch Cricket*. As the computer player hit me for six over fine leg, something else (not the ball) hit me – none of the players are coloured or black. In fact, they all look like they've come out of a cloning machine. Some of the greatest cricketers of our time are black, so come on Audiogenic, in this day and age, you really shouldn't be making this kind of mistake.

Ben Cooper, Cornwallis School All-Rounder, Kent

Good point, Ben. And, come to think of it, when was the last time anyone saw a black central character in any game? Answers on a postcard please.

"SLIPPERY SNAKE COMES SHOOTING"

Dear AP,

Having just purchased a suitably black and abstract copy of *Dark Seed*, and having proceeded to wander around the house/town/graveyard/alien dimension in a complete daze not knowing what the hell I was meant to be doing, I have now decided to live out the rest of my days in my own HR Geiger-designed surreal world. Hey, it's great in here! Not only does the Job Centre have loads of really neat vacancies such as "Kwik Fit Pedicurist required" and "Really Big Person In Charge Of Nuclear Weapons – may suit school leaver", but I can go to my local and order ten pints of lager with earwax and My Little Pony dolls. I'm seeing this girl who has a strange skull embedded in her forehead. Oh sure, every now and then a slippery snake comes shooting out of one of her eye sockets and into the other, but to me that's just cute. Her name's Brenda and she's a proper darling, and if it it wasn't for the permanent death warmed up face, I'd liken her to Claudia Schiffer, I would.

Anyway, got to go now. Brenda's taking me to meet her parents again (I just hope they keep their major organs inside their bodies this time) so I thought I'd just fill these few minutes telling you what you're all missing.

Tarra for now, Kevin Delloquaglia, Surreal World

ELFMANIA JACKET winner

"CATACLYSMICALLY STUPID"

Dear AP,

How do you copy files? How do you format floppy disks? How do you move things from one folder to another? Yep, it's another pitiful attempt to flog copies of your abysmal Pocket Workbench and Amiga DOS Reference excrescence to an appalled and bewildered readership. When are the cretins who run your books division going to get the message? WE DON'T WANT TO READ SODDING BOOKS ABOUT WORKBENCH!!! STOP BLOODY ADVERTISING THEM!

I certainly don't wish to be told how to "move things from one folder to another". I suspect it involves removing the item that you wish to move from the folder in question, walking across the room to where the other folder's located and inserting said item at an appropriate place. And even then, if I were so devastatingly, cataclysmically stupid as to need this sort of information available in a "ringbound, handy edition", WHY WOULD I WANT TO CARRY THE BOOK AROUND IN MY SODDING POCKET? As a fashion accessory perhaps? To impress girls with?

Look, if you're going to continue having adverts for such filth infesting an otherwise stunning and excellent magazine, at least be honest about it. "Pocket Workbench and Amiga DOS Reference – all the most tedious, uninteresting bits of the Get The Most Out Of Your Amoeba book chucked together in a ringbound edition."

Yours slightly concerned about the current wisdom and sanity of a once great company, Albatross, Norwich

Hmm, you put us on the spot a bit here. As cool, hip writers of AMIGA POWER, we tend to agree that this sort of thing doesn't really suit our image. But as loyal employees of Future Publishing, with the wide-ranging interests of our readers at heart, we feel obliged to point out that a LARGE RANGE of INFORMATIVE AND INTERESTING books relating to ALL FACETS of the Amiga are available through us at VERY REASONABLE PRICES. Order today from our mail order section on pages 74 and 75. Sorry about that.

DO THE write thing

GOOD GAMES winner

"LIKELY TO SAY 'OH DEAR!'"

Dear AMIGA POWER,

I whole-heartedly agree with your views on censorship. I think it's pathetic the way in which a ruling élite can dictate to the rest of the nation what we can and cannot view. Yes, there is a need for guidelines to ensure that children cannot get their hands on certain material, but banning it is most certainly not the answer. It is largely the responsibility of parents to lay the law down in these areas.

What annoys me the most is the way that swear words are dubbed out in films, often being replaced by some mumbled garbage spoken in a completely different accent to that of the actor/actress. Some films do use excessive bad language which leads only to a dulling of its effectiveness, but in certain situations even the most saintly of people are going to swear, and I think this should be taken into consideration. Seeing your best buddy being blown away, you're hardly likely to say "Oh dear!"

The idea that we will copy what we see on screen also seems ludicrous. Studying sociology at university, I've come across numerous theories on the effects of violence/swearing/sex on screen, and I believe that it will only affect those who already have violent tendencies. I concede that viewing such things could encourage such people, but these are just a tiny minority and the vast majority of us see the difference between real life and a film or game.

Yours sincerely, Helen Smith, Glasgow

We agree with Helen.

"IDIOTS AMONGST YOUR READERSHIP"

Dear AMIGA POWER,

I don't normally do this sort of thing, but your feature on censorship has moved me to put pen to paper. Your attitude, quite frankly, stinks. If you don't mind me saying, I think you are part of the problem in this whole debate. Pointing the finger at narrow-minded politicians like David Alton and the interfering busy-bodies who make up the NVLA is fine, no in fact it's better than fine, it's highlighting the REAL problem that the computer games industry is facing.

What I object to is the puerile manner in which you put your argument. Taking a "serious, unbiased look at the iron-fisted, totalitarian and autocratic regime of censorship" might well appeal to the idiots amongst your readership, but it's this kind of irresponsible attitude which the politicians then hold up as examples of why the computer games industry needs regulating.

Take, as another example, your review of *Apocalypse* in AP37. Now whilst you might think it's fun to goad the censors by wise-cracking that way, I think it just gives the Mary Whitehouses of this world more ammunition to fire back at the industry as a whole. Look, the self regulation that is already occurring is a good thing. I'm even of the mind that if you ban violence and sex, etc on computers, you'll just make the problem worse by driving it underground. And I also cannot deny that some games are actually made better because of the 'violence' like *Brutal Football*, *Syndicate* and *Cannon Fodder* for instance.

So let's not give the censors a chance to ruin it for the rest of us. Let's not give them any more reasons to direct their attention this way. What I'm asking for really is for you at AMIGA POWER to realise just what kind of influence you actually have. As the world's best-selling Amiga games magazine, you're a figurehead, a standard bearer for all computer gamers.

Don't go letting the side down, eh?

Neil Caldicott, Torquay

You're serious about this aren't you, Neil? You really think we should have spent three pages of the magazine citing statistics and giving serious, well-reasoned arguments about why censorship's a bad thing, don't you? Okay, here are some questions: Why don't we do hardware reviews? Why don't we offer an Internet help page? Why don't we highlight the plight of 'serious' Amiga users? Because we're a games mag, of course, and we exist to seek out the entertainment-value in everything that passes our way. Including you, you clot.

"FULL OF LIES"

Dear AMIGA POWER,

I am a Mega Drive owner and proud of it. Why am I, who owns a superior machine, writing into an Amiga magazine which is overpriced, set out in a poor manner, etc? Well, I am going to make everyone who reads this wish they owned a Mega (excellent) Drive.

1. Price of machine – the Mega Drive is so much cheaper than the Amiga.
2. The games are of much higher quality. For example, *Cool Spot* on the Mega Drive is better.
3. The Mega-CD is at least equal, if not better than the Amiga CD and your meagre CD only runs a bit faster.
4. The magazines are another interesting point. You pay around twice as much for this mag, which is boring, pointless and for Amigas, which suck. Why would anyone want to buy this, when Mega Drive magazines are available?

The mags are full of lies, basically everything you write. And you over-rate games, so people will actually buy them. I could go on and on, but I don't like to kick a cripple while he's down.

When you don't print this letter, I'll know that you are afraid to let your readers know the truth. I'm glad I've got that out.

Alister Draper, York

So there you go – the truth at last. Sadly, Alister didn't have the guts to include his address, so you'll have to write to us instead with your views on his well-thought-out critique. Mark your letters 'About That Git Draper' and send them to the usual address.

"THE STORY THEY TRIED TO BAN"

Dear AP

I loved that feature you did on censorship and know just how you feel. I did a brilliant story for my school rag mag called 'The story they tried to ban' but they banned it. They even made us take out the word 'toilet.' Ridiculous, ain't it? The Bible's full of sex and violence, are they going to ban that next?

Well, thank heavens for the word 'crap' that's all I can say. Crap, poo, knickers, bestiality, wee-wees, flagellation, discipline and crevice. Down with censorship! Down with bureaucracy! Down with underwear! Ooh, I'm getting all hot and bothered now. Out of interest, what happened to Stuart N Hardy? If you're still out there Stu, please hesitate to write in. Oh, and one last thing, I wouldn't mind Sony or Philips buying out Commodore, but there's no danger of it being Sega or Nintendo is there? I don't think we'd ever live it down. Anyway, must go, I've got to smear the cat with jelly.

Yours hovering emphatically in mid-lobster, Steven Bosanko, Solihull.

"HEAR! HEAR! – SIGMUND FREUD"

Dear AP,

Right, so I read the perils of Kangaroo Court about how everyone hates 'Loading, Please Wait...' messages *(Hear! Hear! – Sigmund Freud)* then I load up coverdisk 38 and what do I get? "Amiga Power: Loading and Decrunching – Please Wait.' Tsk, tsk, eh? Explain?

Yours insert favourite word here-ly,

Richard Bradley, Matlock

Didn't we already cover this?

"UNPLAYABLE EMBARRASSING SAD GAME"

Dear Editor,

April's copy of your mag was the first I've bought, and I only bought it because of the *Cannon Fodder* tips for mission 12.6, which I couldn't finish. Eminently readable... if the reader happens to be in the age group of 3 to 12. Well, every mail bag needs to have at least one letter that isn't written by a fawning sycophant, and this is it!

Your reviews are highly informative, but at the age of 26 I'm afraid I can't really find it within myself to appreciate some of the hebetudinous *(Meaning dull or soft pointed. We think. – Ed)* drivel agglomerated in them. Call me an old git if you want, but one look at some of the retarded mush on your letters page seems to confirm that at my age I'm part of the chronological minority. Nevertheless, the format is punchy and the info easily absorbed. Should you need a more 'mature' (ahem!) games reviewer, then you have my address...

I was pleasantly surprised at the content of AP36's coverdisk. The *Jetstrike* demo is excellent, but *Benefactor* left me cold. Is it me, or is it an utterly futile, unplayable, embarrassing, sad game? Congratulations on the disk anyway. All in all, I feel that you have the magazine about right for 12-year-olds, but if I'm going to be a regular reader, can I have my copy with the infantile comments purged please?

Yours etc, Iain Heron-Stamp, Northumberland

Heron-Stamp. That's a funny name, isn't it?

"TEND TO FOAM"

Dear AMIGA POWER,

You have made a blooming funny mistake!

On page 13 of issue 38, you rant on and on and on about how you hate it when the programmers include 'Loading, please wait' messages in their games. I enjoyed reading this very much and tend to foam at the mouth when I see those words. I then decided to load up your mighty coverdisks and what do I see? If you hate it so much, why did you include it on your coverdisk?

David Burbidge, Edmonton

Okay, okay. We made a mistake. We'll change it. It's done. All right?

"GRAHAM TAYLOR, CHAMPIONS, AAAAAARGHHHH!"

Dear AMIGA POWER,

Am I not wrong in assuming that certain members of the AP team go along with me in wondering just exactly who all these boring, trainspotting *("Manholes" – Ed)* are that keep buying all these mind-crunchingly tedious football management games that clutter up the Amiga charts month after month with no respite, and which boring swines are pandering to these collective plebs by incessantly releasing numerous indentikit versions of the same thing? *(What was the question again? – Ed)*

I find it perplexing how anyone can actually derive enjoyment from such things, which are not so much enjoyable computer games as the Amiga software equivalent of bus timetables at any station you care to mention.

Okay, so you might suggest that I absolutely detest football management games with all my heart – and you'd be right – but even so, I quite like

➤

DO THE write thing

arcadey football games as most people do, but these are a different kettle of rhubarb. I mean, *Player Manager* this, *Player Manager* that, *Championship Manager* data disk, *Premier, Soccer, Graham Taylor, Champions*... Aaaaaarghhhh! I can't take it any more!

Now I realise that certain people like this type of game, but why don't they admit to being train-spotting plebs who actually think that playing these 'games' is for real. I don't know, I just find it so incredibly frustrating to see top-quality action games such as *Stardust* and *No Second Prize*, both of which I've recently bought incidentally, totally overlooked even at the bargain price of just £16.99! It's enough to make you switch to the consoles where games are a bit more appreciated. Know what I mean? The campaign to ban football management games from the Amiga starts HERE!

Yours frustratingly, Mark Bobowicz, Northampton

If anyone's got any views on football management games or Mark Bobowicz that are even half as frenzied as these, we'd love to hear from them.

"DIDN'T PAY ANYTHING"

Dear AP

If Richard Downs thinks that his AP was expensive at £400, then he should think about how much I paid for issue 38. I didn't pay anything, coz my brother bought it and I nicked it to read. Still, I don't suppose that'll help me win a free computer game, will it? No, thought not. Ahh well.

Yours it is my real name-ly, Paul Smith, Leicester

"IT CURLS! IT CURLS!"

Dear AP

What about coverdisks?

AP37 – *Llamatron*: we love you, oh yes we do. *Asteroids*: Pow pow eek, where am I, oh bugger, I hyperspaced and that ship's hit meeee! *Pong*: Groovesome, especially when you swing the ball into the opponent's goal by speeding/slowing the ball. It curls! It curls! *Defender*: Zoom, eek, mutants, crash. *Monaco:* Wahay! I love this game! Niieeeow! Except when it's dark and you go on the track and get hit from behind by a car you can't see. And since when did Formula One cars have headlights? *Soko Ban*: Well, yes. *ALS*: Whoopee! Mow the lawn, breed, settle, build, mow the lawn again. *Banshee*: What do the things marked B do?

AP38 – *Super Obliteration*: I'd buy this for £20, it's so cool, and the two joystick mode, wow! *Atom Smasher*: I keep getting killed. *Driving Maniacs*: Broom broom, move in front of my brother, drop four mines, win. *Crash Dummies*: Hmm.

Yours not-quite-as-cleverly-as-the-person-who-said-he-couldn't-think-of-anything-witty-to-write-ly, Jerry Van Der Kebeb, Donkeyland

You liked them, then?

"GRASS HAD BEEN MOWN"

Dear AP

Advanced Lawnmower Simulator. It certainly brought back a few memories seeing it on last month's coverdisk. What a game! Simply hours of fun with what must be the one of the best and most realistic simulators of all time. In fact, I was surprised that it didn't feature in the All Time Top 100. No, really.

Of course, not even Team 4.5 can beat Gardensoft's classic original on the Speccy. One thing that I was rather disappointed was missing was the scrolling message after the grass had been mown, though it was nice to see that the 'M' key could be used to operate the mower just like in the original. Oh well, I suppose you can't have it all though, but I personally prefer the original. The graphics, although smaller, were nicer and the sound of the mower was better. Anyway, enough of this drivel. Keep on mowin', watch out for those rocks, and continue those coverdisk classics.

Yours, the Lawnmower Man, Deepak Thuse, West Midlands

"SELF-INDUCED RISOTTO POISONING"

Dear AP

How's life? Life's fairly good here in sunny Trnava, although I'm having a day off school at the moment due to illness. I blame the meal I cooked last night. My advice is if I ever invite you round for rissotto, leave immediately. However, this bout of self-induced rissotto poisoning does give me the time to reply to the letter you sent.

I didn't get deported from Monifieth, I just got bored. As to what I'm doing in Slovakia, well it's nothing earth shattering, I'm an English teacher at a primary school and I'm really enjoying it. The people are usually friendly, the children like me and I like teaching, but life does have its little drawbacks, like no one knows what the hell you're talking about and there's no Amigas.

I had to leave my precious Amiga in Scotland, although I still get AP sent out, so I can read about all the great games that mysteriously appeared after I left. I simply can't afford them at the moment, and of course I've got nothing to play them on. The mag's still great though, and I'll carry on reading it. Good luck to Jonathan in his new role as El Supremo. I hope you're all well, and if you're ever in the area or fancy a cheap holiday, give me a call.

Do videnia, Ian Ritch, Slovakia

And we all wondered whatever had happened to the prolific Ian Ritch. Nice of him to offer us a holiday, though, and it would be good of other ex-patriot readers to extend the same courtesy. Any of our charming readers currently residing in Hawaii, perhaps..?

CRAP GAME winner

"WORD THAT SUMS UP YOUR PHILOSOPHY"

Dear AMIGA POWER

Being someone who tends not to complain about mag things, I have been unable to contain myself about an article in AP38, namely Kangaroo Court. Now I totally agree with your point of view, but after reading the mag, I put my cover disk in to play *Super Obliteration*, only to find the dreaded message "Please Wait, Loading and Decrunching"

I'm not entirely stupid, and expected to wait a few moments as the game loaded, so there's only one word that sums up your philosophy on this subject.

HYPOCRITES.

As this is not the first time I've seen this on your coverdisk, I'm taking 10% off for the fact that you blether a load of rubbish.

Yours loading and decrunching, Andrew Young, Falkirk

Gngh.

AND ANOTHER THING...

If you haven't seen True Romance, try and catch it at the cinema, as in the current McCarthyite climate, they're bound to ban or censor it on video. You won't regret it.

Bertie Bleeper, Surrey

We agree with Bertie.

Firstly, I would like to say I still like your magazine, especially the new On The Other Hand box.

Yours wanting a hockey game to play,

Glen Wheelwright, Hartlepool

Oh, right, NOW you speak up. Too late – it's gone. It's history.

Dear AP

Oh go on. Just a little one?

Yours Paul Smith, Leicester

Sorry?

Why isn't 'Cam' Winstanley in that Me and My Magnum ad?

Russell Ware

What?

Since AP can't mention the F-word, how about having a TH-word instead. You know, "What a thunking good game" or something.

Rachel Benny

Next!

Don't let THEM trample you into the ground. Trample yourself into the ground! And then blame THEM! Sounded good at the time. Sorry.

Neil Cully, Halifax

Hmm...

Here's a sentence from my English schoolbook, and I quote: "Little Dicky has grown out of his jacket." Is this particularly rude, or is it just me?

Yours shocked-ly, Thys Vissia, Apeldoorn, Holland

It's just you.

And another thing. And Another Thing... is full of little slices of humour, although why you didn't just print my whole letter instead of having it broken into little bits for two months I'll never know.

Graeme Donohoe, Irvine.

Yes, and we've just done it again! Ho ho.

So, then I came to my senses and figured out that it is YOU who is at fault. Yes, because YOU neglected Finland so ignorantly, I and a whole crew of other Finnish Amiga fans have been left out of the delights of AMIGA POWER.

Joona Palaste, Finland

US?

The wonderful *Advanced Lawnmower Simulator* went down well in my house. My two and a half year old daughter goes into fits of laughter every time she sees it. Keep up the good work!

Iain Heron-Stamp, Northumberland

Heron-Stamp? What a very charming and individual name.

AND THAT ADDRESS,
don't forget, is:
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Or 'comms' fans (as we believe they're termed) can contact us in the FUTURE-LEISURE conference on CIX.

THE BOTTOM LINE

All this year's games and a few from the year before. All reviewed. All kinds of really useful information in a cunning shorthand form that will let you know what to buy and what to avoid like the plague. All here. That's all.

THE BOTTOM LINE
(AND HOW TO UNDERSTAND IT)

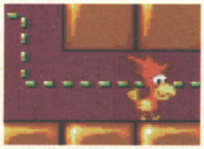
★★★★★ Excellent ★★★★★ Nearly there ★★★★ Very good
★★★ Has its moments ★★ Flawed ★ Dire

The whole point of The Bottom Line is to cram as much information as possible into this small space. Here's how it works...
The top bit is easy:
GAME NAME
Publisher Price

Then we get (just for your information really) the issue of AMIGA POWER in which the game was originally reviewed, the mark it got at the time, and the reviewer's initials. If the game appeared in our new All Time Top 100, its position comes next, followed by the mini-review and a final rating out of five stars (with red ones to show which ones are real 'must buys'). And there you have it – all you could ever possibly need to know about just about every full price game that you're even slightly likely to think about buying.

WHO'S WHO CW – Cam Winstanley ● DG – Dave Golder ● JD – Jonathan Davies ● JN– Jonathan Nash ● CL – Chris Lloyd ● RP – Rich Pelley ● SC – (*"Cam" – Uncle Joe Stalin*) ● RL – Rich Longhurst ● TT – Tim Tucker ● SF – Steve Faragher ● SM – Steve McGill

ALFRED CHICKEN
MIndscape £25.99



AP31 70% JD
One of the top characters from the Nintendo Game Boy survives the transition by becoming one of the Amiga's cutest characters. He clucks, he struts, he dives headfirst into the ground, but apart from these amusing poultry manoeuvres, Alfred's stuck firmly in predictable platform land, where bad guys hate it if you jump on their heads, and spiky balls twirl around on the end of long chains. But is it fun? we here you cry. Well yes, but in a fairly traditional sort of way.
★★★

ALIEN BREED 2
Team 17 £29.99

AP32 81% CW
APATTOH 69
It's *Alien Breed 1* only bigger, better and much, much harder. From an overhead viewpoint you guide your character around a maze of futuristic buildings collecting instruments of death and destruction and using them on the aliens. Loud noises and lots of splatter and gore add to the fundamental enjoyment of proving your superiority to these alien scum. Eat Plasma death, bug eyes. It says here.
★★★

'ALLO 'ALLO CARTOON FUN
Alternative £24.99

AP33 37% CW
Farcical french fun with all your favourites from the eponymous television show. Sadly the game is rather bland and dull with about as much humour as something that hasn't got very much humour at all. It's basically a bog-standard platformer with naff gameplay, slow scrolling, over long disk accessing and no new ideas.
★

APOCALYPSE
Virgin £29.99

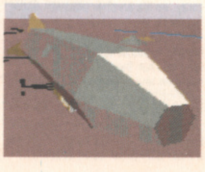
AP37 80% SC
It's *Choplifter* for the '90s. A straightforward and old fashioned arcade game. It's got pretty scenery, realistic little men to shoot and hostages to rescue and loads of different power-ups to collect. In fact, it conjures up the image of the best Vietnam movie you've never seen. There's only five levels and a limited number of strategies to employ, so it may not have the lastability expected of a game costing thirty quid, but you're only going to finish it overnight if you stay up all night and go bleary-eyed, that's for sure.
★★★★

ARCADE POOL
Team 17 £9.99

SHARP SHOOTER

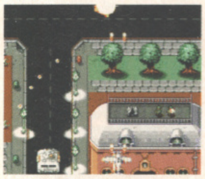
AP38 91% JD
It's like being down the pub with all the lads from team 17. Only better. Options galore, and great computer opponents. Best of all, check out the Speed Pool.
★★★★★

ARMOUR-GEDDON 2
Psygnosis £29.99



AP37 57% CW
A tactical war game set in a post-apocalyptic desert or something. You've got to race against time to avoid being slaughtered by a load of genetically deficient mutants from Dundee, or somewhere equally exciting as that. To avoid this embarrassingly horrific scenario, you've got to mine valuable ore that allows you to build tanks and other weapons systems. Control is icky and overly pedantic. Expect high marks from other magazines 'cos it looks good.
★★

BANSHEE A1200
Core £26



AP39 89% CW
SWIV with planes, or *1942* with helicopter and jeep but with planes, or *Dragon Spirit* with planes but with helicopter and jeep but with planes. And good. Graphically quite beautiful in an attractively nasty way (you get to strafe ground troops, who clutch their chests, look up with infinitely sad eyes then jet blood and fall over) and supremely playable. There are only four levels (the reason it's not a 90%+) but they're long ones, and slightly wider than the screen (so you can dodge around *SWIV* fashion). Plenty of (selectable) power-ups, plenty of (alarmingly competent) monsters and rather a lot more fun than that. And no in-game music.
★★★★★

BATMAN RETURNS
Gametek £14.99

AP36 15% SC
Mind-alteringly unpleasant beat-'em-up with appalling control and shoddy graphics. Harder than *Project-X*, but without the saving grace of being nice to look at. You'll never see level three, largely because you won't be bothered to get there.
★

BENEATH A STEEL SKY
Virgin £34.99

AP33 86% CW
AP Top 100 No. 42
This massive point and click adventure comes with a couple of features that are often lacking in this genre. The first is the amazing graphics, scanned from Dave Gibbons excellent artwork and the second is the tremendously good plot. Go ahead, immerse yourself.
★★★★★

BENEFACTOR
Psygnosis £26

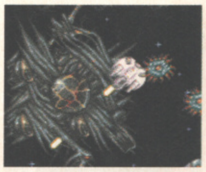
AP39 57% CW
Basically sound *Lemmings*-ish platform game marred by preposterously (and needlessly) small graphics. It's not as if you have to see so far ahead or anything (and anyway there's an option to scroll the screen if you really feel the need). The argument is that the tiny graphics mean huge levels of vast complexity, which is true, but a brimming mugful of gnawingly stupid flaws whack the gameplay full-bloodedly over the head until it stops squirming feebly and dies. Try these: unspottable traps. Unavoidable monsters. Long falls that kill you. No restart points. Levels that reset when you lose. Mmm. *Benefactor* is only for people who find the idea of trying to jump on to a moving ledge using a control method whereby you hold down fire to jump in a parabolic curve and let go to drop like a weighty rock marvellously appealing.
★★

BLADE OF DESTINY
US Gold £39.99

REALMS of ARKANIA

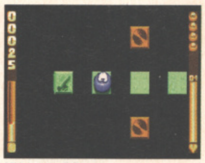
AP30 67% (A1200 75%) RP
It might look like another *Legends Of Valour*, but don't be fooled – this RPG is dull, badly-designed, a major pain to play without a hard drive, and stupidly, greedily, ridiculously expensive. Don't bother.
★★★

BLASTAR
Core £25.99



AP31 37% CW
Hailed by some as the future of video gaming, *Blastar's* an unfortunate mish-mash of tired game genres thrown haphazardly together with lots of gorgeous graphics. Flying around and shooting things was rarely so nice-looking yet completely tedious, and the whole experience is slightly less enjoyable than watching re-runs of the cult Australian '70s TV series Canoe Squad. Which is what we do. All day, every day.
★

BLOB
Core Design £25.99

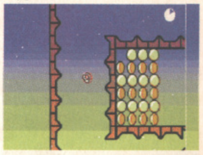


AP29 88% SC
AP Top 100 No. 41
Get this – you control a friendly blue blob who bounces up (out of the screen) and down (into the screen) onto little floaty platforms hanging in space. Off-beat? Definitely, and playing this puzzler's even more bizarre than reading about it. For a plain round thing, the blob's so cute it's practically illegal, and watching it plummet to its death is a sight that can reduce even grown men to tears.
★★★★★

THE BLUE AND THE GRAY
Impressions £34.99

AP36 66% SF
Everyday American Civil War wargame, notable only for a strange habit of always making one side much stronger than the other. Dull.
★★★

BOB'S BAD DAY
Psygnosis £29.99



AP32 85% CW
AP Top 100 No. 56
Original and great fun, *Bob's Bad Day* is a puzzler with a difference. Bob loses his body at the beginning of the story (careless huh?) and his head has to go and find it. The game system involves spinning a maze around so that Bob's head rolls into the right areas. The sparse, nay, primitive graphics of *Bob's Bad Day* in no way detract from the novel and absorbing gameplay. ★★★★

BODY BLOWS GALACTIC
Team 17 £26.99
AP33 72% CW A1200 79% SM

Great graphics and loads of weird combatants do not really lift this game out of ordinariness. Weedy sound effects mean that you don't feel like you're hitting anything and, frankly, it's too slow.
★★★

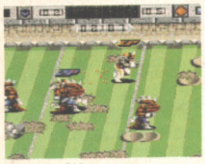
BRIAN THE LION
Psygnosis £29.99

AP37 42% SC
If you made a list of everything you hated about cute character

➤

platform games, then compiled another list of things you really really hated about platform games, you'd be shocked to realise that *Brian the Lion* possesses just about every single category on both lists. It's a shame really. Brian tries really hard to overcome the handicap, his platform world is beautiful and possesses some neat hardware tricks, but it's all to no avail. The lame gameplay is just too much for Brian to overcome, the poor little love.
★

BRUTAL SPORTS FOOTBALL
Millennium £25.99

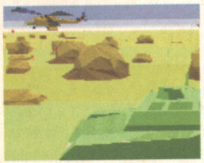


AP32 88% SM
AP Top 100 No. 88
This excellent sports game is one of the variety that is viewed from the side with a pitch that is three or four screens wide. The scrolling is very smooth and the animations all extremely good. The object of the game is to score goals in a sort of Australian Rules Football set in a fantasy world. You have a choice of teams, including several intelligent animal ones. The twist comes in the quantity of violence, decapitation is a fairly common occurrence. The control system is intuitive and extremely good, the choice of tactics almost unlimited. ★★★★

BUBBA 'N' STIX
Core £25.99

AP34 84 % CW
AP Top 100 No. 59
Redresses the shortage in the games market for inbred morons from the deep South of America. Bubba is our eponymous hero who has to get back to planet Earth. To help him, he has an intelligent stick, which has the same kind of functions as a Swiss army knife. Both have got to battle through five levels of increasing difficulty. Superb animation and nice little touches put it above the average. ★★★★

CAMPAIGN 2
Empire £24.99



AP34 51% CW
Looked forward to with enthusiastic anticipation, this game proved to be the biggest let down since the failure of Chamberlain to save the Sudetanland. Gets bogged down by overly pedantic battle map graphic details and battle information flashes. Not so much an exciting modern wargame as an unworkable mess.
★★

CANNON FODDER
Virgin £29.99

AP32 94% CW
AP Top 100 No. 2
The joint highest score we've ever given a full-price release. Tanks, helicopters, planes, grenades, guns, zoooom, bang, akka-akka-akka, you're dead, I'm not. Rush out and buy this smoothly scrolling death dealer and when you get home you can lead your platoon of grunts through all the horrors of modern warfare. Fine graphics and superb sounds will keep you gripped through all 72 levels of this massive charmer that combines elements of strategy, puzzle and arcade action. They say war will never be this much fun again, allegedly.
★★★★★

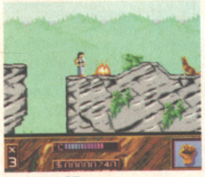
CHAOS ENGINE A1200
Mindscape £25.99

AP34 91%
AP Top 100 No. 29
A1200 upgrade to the ubiquitously adored original. Not too much difference graphically or playability wise, but everything does tend to look 'zingier' and better defined. If you've got the original A500 version, it's not going to be worth your time rushing out and buying this. If not, then what are you waiting for.
★★★★★

CIVILISATION A1200
Kompart £34.99

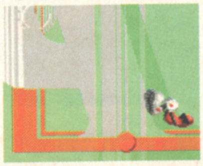
AP34 89% SF
AP Top 100 No. 50
The game that everyone knows about except your mum. Build cities with which to build armies with which to strike down and conquer your enemies. Failing that, embark on a space race and compete against fellow races in a rather boring utopian vision of the world. Whatever you choose, *Civilisation* is an absorbing game made all the more beautiful with the AGA upgrade.
★★★★★

CLIFFHANGER
Psygnosis £15



AP39 19% SF
The world's worst film licence. ★

COOL SPOT
Virgin £29.99



AP34 85% SC
Pretty standard platformer with the accent on 'pretty' and 'standard'. Not as good as either of the console versions, but who cares about that anyway? The main character makes the game. He's Cool, he's got no eyes and no matter what you try to make him do, he always does it in an inimitably cool fashion. ★★★★

COSMIC SPACEHEAD
Codemasters £25.99

AP33 78% CW
A highly cute and rather amusing adventure for the younger members of the Amiga game playing family. *Cosmic Spacehead* is a fairly typical adventure game with simplified puzzles for the young. The sections are broken up with a platform game as Cosmic races around trying to convince the occupants of his own planet that the Earth exists.
★★★★

CYBERPUNKS
Core £25.99

AP32 70% SM
Nauseatingly cute cartoon characters wander around killing aliens in a maze. Pick up objects, carry them around and, er, use them. Pick up guns, carry them around and, er, shoot things. There are five huge levels each with a myriad of different sub-levels. There are loads of power-up options that lend some interest to this otherwise tedious game. ★★★

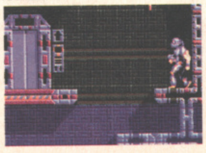
DANGEROUS STREETS CD32
Flair £25.99

AP35 3% SC
The leading name game on the new CD32 pack, but it could single-handedly destroy any credibility that the machine may have built up. Stunningly poor gameplay, stunningly poor graphics and stunningly poor sound. Alternative recommendations for use of the CD that the game comes supplied on are; burning, scratching, hammering and breaking. ★

DARKMERE
Core £29.99

AP37 69% JD
It's an RPG with no distinguishing characteristics other than pretty graphics. The main focus of the game though, rather than the pretty graphics, is the menu system which you use to issue commands and the like. The plot is weaker than standard RPGs' (which are usually weaker than a weak thing) and that is basically the game's downfall. Staunch RPG fans will love it for the cute edible bunny rabbits. ★★★

DEEP CORE
ICE £25.99



AP32 54% SM
Very ordinary *Gods* rip-off set in the future with an unfeasibly large central character. Three sections, nine levels in each and lots of small sub-levels make this an enormously tedious game.
★

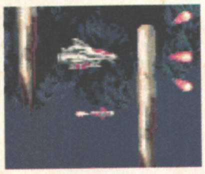
DENNIS
Ocean £25.99

AP34 8% SC
Impeccably impressive platformer. It's just that the impression it makes is one of utter disbelief that Ocean could foist such drivel on an unsuspecting public. Unsaving graces are the poor graphics, poor collision detection, poor design and poorer than poverty stricken gameplay. One to make you look at Ocean with suspicious menace.
★

DIGGERS CD32
Millennium £29.99

AP30 80% CW
Near-interesting strategy arcade effort (the first ever AP CD32 review, trivia fans), but almost entirely scuppered by a thoroughly horrible control system. It's massive, but you're not going to be able to suffer the controls long enough to see much of a percentage of it.
★★★

DISPOSABLE HEROES
Gremlin £25.99

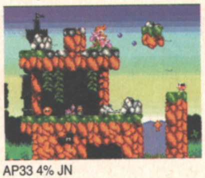


AP31 77% CW
The triumphant return of the horizontally scrolling shoot-'em-up? Well, sadly not, for although *D-Heroes* features some of the most splendidly awesome graphics ever seen, the chances are that most people are never going to see any of the video cameras, monsters and teeth that litter the levels. Why? Well it's all stupidly difficult, even on the easiest level, so you'd have to be some sort of gamesplaying messiah to prefer this over *R-Type 2*.
★★★

DONK
Supervision £26.99

AP31 76% SM
Okay, so it's another platform game, but that's the bad news over with. *Donk* features not one, but quite literally a duo of Samurai ducks, who spin and run their way through massive levels for whatever reason platform characters do all that running and jumping about. As protection, he can don an egg shell, to get under low bits he can turn into a plain old rubber duck, and if you haven't got a friend, you can still play it as a bog-standard one-player platformer. And there are loads of crap bird-related jokes as well.
★★★

DOOFUS
Prestige £28



AP33 4% JN
Look, just don't bother alright. It got 4% and we don't do that lightly, whatever people might think.
★

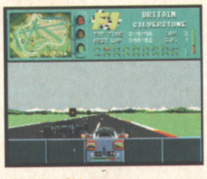
DRACULA
Psygnosis £20

AP39 14% JD
The world's other worst film licence.
★

ELFMANIA
Renegade £26

AP39 61% SC
Pretty but vastly disappointing beat-'em-up with no sense of weight to the characters and a perfectly dreadful method of performing special moves that might as well light up a neon sign above your head saying, "Look out, other player – I'm about to perform a special move." There's a clever bit where you're fighting for money so you can hire a better character, but it all goes disastrously wrong in practice because the figures are fiddled to prevent you having a reasonable stable of fighters. And the tough people are so tough (and the weak ones so weak) that the fights are horribly unbalanced. The worst thing is, we said all this at the preview stage, but the programmers have taken not a jot of notice. Fools.
★★

F1
Domark £25.99

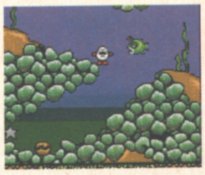


AP34 90% SM
AP Top 100 No. 16
Rewritten version of *Vroom*. Now includes a split screen two player option. Runs at a full 25 frame update in 'Turbo' mode on an A500 and an astounding 50 frame update on an A1200. *F1* is without a doubt the fastest racer on the market and the best thing of all is that gameplay and handleability are not sacrificed despite the speed. If you're in the market for a seriously good, seriously fast racer, or your other racing games are starting to look a bit tired after years and years of high speed, engine-revving action, buy this little beauty. It's one of those games that quite literally blows away the competition.
★★★★★

F117A
Microprose £34.99

AP33 86% SM
Not a huge amount of difference here from other Microprose flight sims, most notably *F19*. The F117A is a stealth plane and there are a range of missions to choose from and you fly about shooting people and buildings and all that. Still it looks lovely, it's fun to play and you feel really good when you complete a mission.
★★★★

FANTASTIC DIZZY
Codemasters £25.99



AP33 80% SC
Dizzy's as eggy as ever in this huge puzzling platformer. Unfortunately there's very little here that's original, and the game seems a trifle thin for the money. Fortunately the atmosphere's good and you'll be kept interested for a long time.
★★★★

FATMAN
Black Legend £25.99

AP34 A500 66% A1200 66% JD
Zany Hungarian platformer. Despite the humour, the game is blighted by the lack of inertia in the eponymous hero. Not very polished in the gameplay front and there's sure to be some tortured souls out there who'll take offense at the tastelessness of poking fun at fat people. We think that it's not quite a load of old tat, but it's definitely close.
★★★

FLY HARDER
Buzz £9.99

AP36 90% CW CD32 £14.99 72% SC
Great *Thrust* derivative that's included here despite being a budget game because (a) it's so good, and (b) it's an original CD32 game as well. Get it on floppy, though, because it's so ferociously hard that playing it with a keyboard is your only chance of success.
★★★★★

FRONTIER: ELITE 2
Gametek £34.99

AP32 A500 65% (A1200 75%) RL
AP Top 100 No. 100

Massive space adventure that is very much in the style of its predecessor but lacks the same totally addictive qualities. The graphics don't really cut it and the sound is fairly minimal. It is huge though and you get involved in the twisting story lines. All your actions have consequences and there are various factions such as the Empire and the Federation who have very long memories. Overall it's nowhere near as exciting as it should be.
★★★

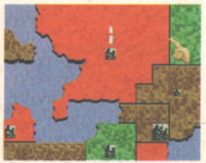
FURY OF THE FURRIES
Mindscape £25.99

AP34 77% CW
AP Top 100 No. 65
Probably the dumbest name ever invented for a game. Despite that, the gameplay really makes this platform cum adventure game a winner. Much like *The Lost Vikings*, the skills of the main character decide what can and can't be done. Unlike *Lost Vikings* with their individual skills, the character can switch between skills and use them to traverse various obstacles. Crazy bonkers French game.
★★★★

GENESIA
Mindscape £29.99

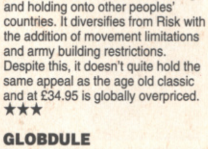
AP33 JD 73%
The god-sim bandwagon is beginning to creak and groan with the weight of all these new look-alikes coming out. *Genesia* looks like *Populous*, plays like *Settlers* and has elements of nearly all the others. A plot twist involves a quest for seven gems that you send your knights out on when you start to get bored with building your city, but apart from that it's highly unoriginal.
★★★

GLOBAL DOMINATION
Impressions £34.99



AP34 67% CW
The board game Risk is the inspiration for this computer strategy game that feels like a board game. Like Risk the aim of the game is to build up armies capable of invading and holding onto other peoples' countries. It diversifies from Risk with the addition of movement limitations and army building restrictions. Despite this, it doesn't quite hold the same appeal as the age old classic and at £34.95 is globally overpriced.
★★★

GLOBDULE
Psygnosis £29.99
AP33 82% DG



The amorphous sticky blob as cartoon style platform hero makes an encouraging return in this huge game. There are loads of levels, it's instantly playable and very addictive. A thoroughly polished performance that lacks all originality. But hey, it's loads of fun. Besides, we like leaping around and sticking to things.
★★★★

GOBLINS 3
Coktel Vision £34.99

AP34 77% JN
Features some of the most appealingly useless characters ever seen in a point and click puzzler. Your role is more of a godlike overseer rather than any particular character, with your main task being to help Blount, the crap reporter research a story. Brilliant presentation peppered with beautiful animation and spot sound effect make this a non-stop comic bonanza which should have you laughing all the way to nowhere in particular, until you reach the bank that is.
★★★

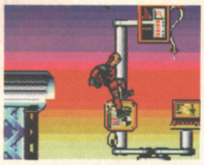
HEIMDALL 2
Core £34.99

AP37 79% SM
A 3D-Isometric RPG which despite the hype and overly high scores in certain other magazines, does nothing to push the bounds of this type of game; a major quest broken down into sub-quests which have to be completed before you can proceed. Some of the puzzles involved are simple, other are convoluted, and others are just downright impossible. It'll take a long time to complete, but doesn't offer enough to justify the exorbitant price of thirty five quid.
★★★★

IMPOSSIBLE MISSION 2025
Microprose £35

AP39 75% SC
Not so much a sequel, more a game suspiciously similar to the round of uninspired platformers that came out about the same time as the first *Impossible Mission*. MicroProse's infinite wisdom has it that the tightly focussed, puzzle-oriented gameplay of the original was a Bad Thing, so *Impossible Mission 2025* sprawls formlessly and concentrates on silly feats of leaping which are made pointlessly more difficult by the inflexible jump mechanism. What puzzles there are are more than slightly dull, and not even the new power-ups (like handy shields and a fab jetpack) enliven the action. Damningly, the most entertaining thing about this game is the C64-perfect original *Impossible Mission* you get with it.
★★★

INCREDIBLE CRASH DUMMIES
Virgin £26
AP39 52% SM
A platform game. With guns. And dummies. That lose limbs. And then regain them. With unbearably predictable consequences. It's not very good. Really.



★★

INNOCENT UNTIL CAUGHT
Psygnosis £29.99

AP35 81% CW
Psygnosis make an attempt at usurping *Monkey Island*, both for humour and likeability with their not so heroic hero, Jack T Ladd. Point and click adventure with some less than standard features, adds to the flavour of this inter-galactic romp. Your hero has only 28 days to cough up the equivalent of a planet's debt or else it's the equivalent of the Inland Revenue's Death Star. Recommendable.
★★★★

INTERNATIONAL SOCCER
Zeppelin £9.99

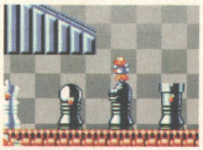
AP38 23% JD
Worth buying if only for the comedy factor. You and a friend will hoot with laughter at the derisory speed of some of your players. Other than that it's crap. ★

ISHAR A1200
Daze £29.99

Irvan's Island
Thank you, little lads. Are you hiring ?

AP29 84% DG
You want good graphics? If you've got an A1200, then it's always good to know that your gear's that little bit better than your neighbours, but although the A1200's extra palette adds to the pictures, it's still the same old game as the standard *Ishar*.
★★★★

JAMES POND 2 ROBOCOD CD32
Millennium £29.99



AP32 45% SC
All very well in its day but on a brand spanking new format such as the CD32 this game looks old, tired and boring. No thank you.
★★

JAMES POND 3
Millennium £29.99
AP38 46% SC
Touted as 'the best platformer ever', this sadly fails to deliver. Although it's huge and there are loads of secret rooms, it's very annoying to play. There's even a (dramatic gasp) slippy-slidey ice world. No, no, no.

★★

JET STRIKE
Rasputin Software £26.99

AP32 68% DG
A curiously nostalgic game that is reminiscent of mid '80s 8-bit games played on a Spectrum. You choose from a variety of planes and fly around shooting things, crashing into tall buildings and completing missions. The action is viewed from the side and the graphics are crap.
★★★

JURASSIC PARK A1200
Ocean £27.99

AP33 71% SM
Blockbuster graphics, b-movie gameplay. Rather like the film you roam around the park rescuing small children and fighting off scary dinosaurs. The 3D sections inside the buildings are far and away the most fun with some genuine surprises lurking round the corners.
★★★

K240
Gremlin £29.99

AP37 83% SM
Utopia got a good rating from AP first time round. *K240* is basically *Utopia 2*. And what an improvement over the original it is. *Sim-City* meets *Populous* set in an asteroid cloud in space. You're job, to mine and explore the asteroids in sector K240. This would all be hunky dory and rather dull, apart from the fact that there are aliens out there set on blowing your plans and asteroids to smithereens. Its a race to mine enough ore to build enough ships to go out there and push the enemies face in. And there's nothing quite like the feeling of destroying the enemy's asteroids, that's for sure.
★★★★

LABYRINTH OF TIME
Electronic Arts

AP35 CD32 47% CW
Imagine one of the most beautiful slide shows that you've ever seen on an Amiga. Then imagine a less interactive slide show. That just about sums up *Labyrinth*. You've got to save the earth or something equally as paltry and explore a connecting maze at the same time. Nothing can hide the fact that there's no gameplay, no atmosphere, and ultimately, no reason at all whatsoever to play the thing.
★

LAMBORGHINI AMERICAN CHALLENGE
Titus £25

DAMAGE
DISTANCE
SPEED
183

AP34 74% A500 80% A1200 SF
Crazy Cars 3 with a Lamborghini. Race over 15 different circuits dispersed over the whole of the US of A. Earn money by winning races and gambling on the outcome. Spend the money on upgrading the car with the usual run of the mill improvements like new tyres and gearboxes etc. It's not anything you haven't seen before, but it's still capable of firing you up on all cylinders.
★★★★

LAST ACTION HERO
Psygnosis £20

AP39 3% SC
The world's other other worst film licence.
★

LEGACY OF SORASIL
Gremlin £25.99

AP36 80% SM
Look, it's *Hero Quest 2*, alright? Perfectly fine and fun RPG hack-'em-up as it goes, but why not try *Sabre Team A1200* or *Laser Squad* (still) for something a bit zingier?
★★★

LIBERATION: CAPTIVE 2 CD32
Mindscape £34.99

AP33 91% SF
AP Top 100 No. 33
The first game that really uses the CD32 to its full potential. Massive gameplay area, 4000 levels, hours of digitised speech and fairly horrible graphics (sadly). Guide your four androids around the city which is viewed in *Dungeon Master* style and, by picking up and following the clues, liberate the wrongly imprisoned.
★★★★★

LIBERATION A1200
Mindscape £29.99

AP36 89% SM
AP Top 100 No. 33
They said it couldn't be done, but A500/600/1200 owners with 1.3 megs of free RAM can now play Tony Crowther's CD32 blockbuster from humble floppies. Apart from the sound, there's very little discernible difference between the CD32 and A1200 versions, and although the non-AGA machines simplify the graphics somewhat, the massive city with its captivating gameplay (cheers) remains pretty much intact.
★★★★★

MAELSTROM
Empire £34.99

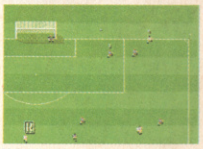
SURVEY
MINE
CLOSE
PERSON

AP35 72% SM
A space opera management game which may well appeal to science fiction fans. Lots of groovy stuff in here to get your teeth into. You are overlord of the most strategic planet in the galaxy. The big bad empire are out to conquer you. You must defend yourself effectively or else it's curtains. Gameplay is somewhat hindered by silly names and lack of an undo feature on the options.
★★★

MAGIC BOY
Empire £25.99

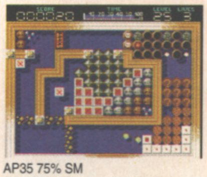
AP33 37% SC
We've seen it all before and we've seen it done better. *Magic Boy* is a very similar game to *Rainbow Islands*, only nowhere near as good. It's not all bad, it's got a few interesting bits and loads of secret rooms and all that, but the controls aren't too slick and the graphics are too small.
★

MANCHESTER UNITED PREMIER LEAGUE CHAMPIONS



Krisalis £29.99
AP36 62% (A1200 63%) SC
It's *Sensible Soccer*, but for *Kick Off* fans.
★★★

MEGA MOTION
Black Legend £9.99



AP35 75% SM
An original if somewhat hard to categorise puzzle game. 100 levels grouped into four difficulty types provides a nice balance for children and adults. Guide a Newtonian kinetic mimetic 'thing' to an exit. In between there are fiendishly placed obstacles and bombs in your path which have to be negotiated and blown up. The down side is that once a level has been completed, you're not going to go back to it.
★★★

MICROCOSM CD32
Psygnosis £44.99
AP36 44% SC

➤

Hugely disappointing rehash of *Space Harrier* that's neither as pretty as we'd hoped or as interactive as we'd been told. The animated intro's impressive, but 45 quid is about a fiver for every minute's entertainment this'll give you before you get utterly bored.
★

MONOPOLY
Supervision £27.99

FREE PARKING

AP38 81% SC
A surprisingly fun version of the board game classic, made exciting by the character-filled opponents such as Lord Topper, Bosun Barnacle and Mobile Michael. Gather the family around your computer and force the loser to make cups of tea for £500 Monopoly money.
★★★★

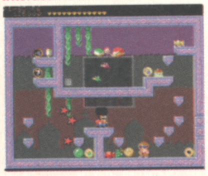
MORTAL KOMBAT
Virgin £29.99

AP33 86% SC
AP Top 100 No. 27
Surprisingly excellent conversion that must make the Amiga version far and away the most playable and enjoying. Thrash, maim and destroy your opponents and move on up to eventually face the thing with four arms and finally the evil overlord, or something. Easy to control, good enough graphics and those exciting spurts of blood all add up to lots of fun, fun, fun, fun, fun.
★★★★★

MR NUTZ
Ocean £25.99

AP38 80% SC
Although it's rather sprawling and seems sometimes aimless, this is nonetheless a well programmed and entertaining platformer. Mr Nutz is a squirrel out to save the world, or something like that. This *Mario*-esque adventure will give you hours of fun. If you like that kind of thing.
★★★★

NAUGHTY ONES
Interactivision £25.99



AP36 90% SC
AP Top 100 No. 47
A fabulously loveable single-screen arcade platformer following in the traditions of *Bubble Bobble*, *Parasol Stars* etc. Dozens of stages, formidable difficulty and lovely to play. Just the way we like 'em.
★★★★★

OSCAR
Flair £25.99

AP31 66% CW
Yet another game that's hyping itself as THE game of the year, which means that it's got much further to fall when you knock it off its perch. Oscar's basically just a cute character to replace the slightly nauseous troll that featured in Flair's previous platformer, but apart from this cosmetic change, the gameplay's exactly the same as *Trolls*. What's odd is that in trying to make it look better, they've produced a messy playing area that hides baddies, and a game that generally suffers from that unforgivable platform trait of enemies re-appearing when you've killed them. Not by any definition a memorable game.
★★★

OUT TO LUNCH A1200
Mindscape £25

AP39 76% JD
Despite being a platformer, and despite having a Slippy-Slidey Ice World on the first level, and despite forcing you to go looking for weapons at the start of each screen, an entertainingly playable(ish) and rewardingly difficult(ish) game with Pierre the Chef, the cutest hero ever in the history of all things. Frankly, it's Pierre and the other characters who really make the game (there's nothing here you've not seen before) but they do it with such pânache that you can't help but enjoy yourself. And the bit where the anthropomorphic salmonella absorbs your oh-so-lovable chef whole is truly gruesome.
★★★

OVERDRIVE
Team 17 £25.99

AP31 46% SC
The game that's been hyped as the mother of all overhead racing games turned out to be a tad mediocre and not really worth the wait. This lacklustre attempt from Team 17 fares even worse because of the sheer wonderfulness of *Micro Machines*, which beats it on every count. Hands down.
★★

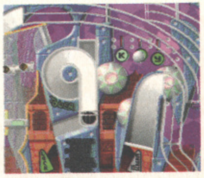
PERIHELION
Psygnosis £29.99

AP36 77% CL
Overwhelmingly orange RPG, a bit like a less-accessible version of *Laser Squad*. The graphics are pretty (in an orange kind of way), the onscreen text's a bit difficult to read (because of all the orange, probably), and the gameplay's a bit orange. Er, unoriginal. But it's okay. If you like, etc. ★★★

PINBALL FANTASIES A1200
21st Century £29.99

AP32 91% JN
AP Top 100 No. 10
Bigger, better, smoother, faster, wider, wittier, etc, etc. Well, the graphics are even more gorgeous anyway. ★★★★★

PINBALL FANTASIES CD32
21st Century £29.99

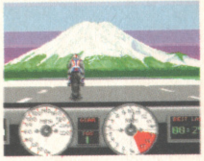


AP32 90% SC
AP Top 100 No. 10
Nothing much new here, a couple of extra tunes and more colours. It's still just about the dandiest thing you can get for your new console though.
★★★★★

PIRATES! GOLD CD32
Microprose £29.99

AP 35 74% SC
Yo ho ho and a bottle of rum, pieces of eight and shiver me timbers are all phrases which will slip off your tongue when you play *Pirates! Gold*. It's basically just a re-release of *Pirates!* with tarted up graphics. Despite the basic framework, it manages to hoist your mainbrace and rope you into its rigging. Certain aspects are unnecessarily tedious and the combat system is too simple. Despite that, it's still a jig of a game.
★★★

PRIME MOVER
Psygnosis £25.99



AP32 22% SC
Bad music, nasty noises, crap controls and years of boredom and frustration are yours if you buy this piece of motorbiking nonsense from 'ought to know better' Psygnosis – so don't. ★

PUGGSY
Psygnosis £29.99

AP36 40% SM
Puggsy? Crapsy, more like. ★

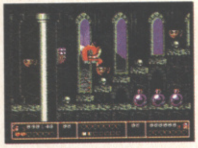
THE RYDER CUP A1200
Ocean £29.99

AP35 77% CW
The *Ishar 2* of golf games. You'd never guess it from the name, but this covers the annual tournament between the golfers of Europe and the loud-mouthed cap-toothed prima donnas of America; the Ryder cup. The tournament inclusion lets you play with and against your friends in teams. Golf purists and other sensible trouser-wearers would probably be best advised to search out Nick Faldo's computer golf incarnation.
★★★

SABRE TEAM A1200
Krisalis £29.99

AP35 89% CW
AP Top 100 No. 45
A *Laser Squad* variant, but this time using real computer people. Not only does it look better than the aforementioned game due to the AGA enhanced graphics, it also plays better. Movement is now much quicker and a whole mission can be played proficiently in an hour or so. Considering the action, strategy and planning required, this is one game that will be greatly enhanced by the release of extra mission disks.
★★★★★

SECOND SAMURAI A1200
Psygnosis £29.99



AP36 89% CW
AP Top 100 No. 19
Different to, but not noticeably better or worse than, the ordinary A500 version. But that doesn't work on A1200s, so if you've got one and you want to play *Second Samurai*, get this version.
★★★★★

SECOND SAMURAI
Psygnosis £29.99

AP32 90% JN
AP Top 100 No. 19
After *First Samurai* comes, er, *Second Samurai*. And a jolly good platform game it is too. Crammed full of super sounds, gripping graphics, perplexing puzzles and enigmatic enemies it will take you an age to complete. There are three worlds, each with four levels and every new level is just that bit more difficult than the last, making for a classically addictive game. *Second Samurai* stands head and shoulders above the majority of boring platformers, it has all the obligatory features such as bonus rooms and bosses but somehow has more even more style than its already stylish predecessor. Hari-kiri has never been so much fun. ★★★★★

SEEK AND DESTROY
Vision Software £19.99

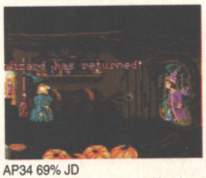
AP32 79% SM
Putting you in command of an Apache helicopter this game is viewed from above and scrolls in every direction. Armed with a chain gun, Fire and Forget Air Rockets, Air-to-air intercept missiles, Air-to-ground missiles, Napalm and with the ability to call up an air strike when you need extra help, you have a variety of missions to complete. It's fast, fun and extremely difficult. It's got good noises and dull graphics.
★★★

SIERRA SOCCER
Sierra £24.99

Germany 0:0 Bolivia

AP38 62% SM
An interesting copy of *Striker* (allegedly) that is sadly flawed by one or two bugs. The computer frustratingly switches between your players as it tries to decide which is nearest the ball and the whistle may blow in between you hitting a penalty and the ball going into the net. Annoying.
★★★

SIMON THE SORCERER
Adventure Soft £34.99



AP34 69% JD
Point and click adventure with a 'spot the fairy tale' feel about it. Suffers from the usual 'interactive' pitfalls i.e. you spend a lot of time scanning the screen with the pointer to see if anything registers. Peppered throughout with utterly forgettable jokes and suffers from the early text adventure syndrome of 'can't do that' messages. Fans of the Brothers Grimm and CS Lewis may like it. Everyone else should avoid.
★★★

SKIDMARKS
Mindscape £24.99

AP34 78% A500 80% A1200 SM
Fantastic little racing game completely written in Blitz Basic. Race over twelve tracks generated using the painful sounding quadratic-B-splines. The cars have a character all of their own due to the number of frames used to draw them. A1200 owners are catered for with an AGA enhancement disk. Handling is good, and racing against several human opponents takes it to a new dimension.
★★★★

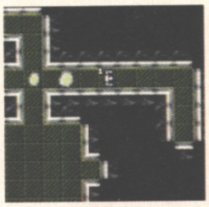
SNAPPERAZZI
Alternative £19.99
AP34 36% SM
Not good enough to be considered

run-of-the-mill. This platformer puts you in charge of a demented looking tabloid reporter who has to snap celebrities for a living. The gameplay requires pixel perfect positioning and is further decremented by a nauseating colour cycling background. All in all, one to be missed even at the super soaraway price of £20.
★

SOCCER KID
Krisalis £29.99

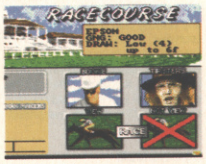
AP29 88% SC AP Top 100 No. 64
A game about a kid who likes soccer could only really be called one thing, and quite unsurprisingly this is it. Annoying music is the only thing that spoils this graphically gorgeous platform romping tale of a boy's attempt to rebuild the World Cup. The links between this and *Arabian Nights* are fairly obvious, but by reducing the inertia on the main character and giving him a football (with loads of special shots) those Krisalis boys have improved on their previous Far Eastern frolic.
★★★★★

SPACE HULK
Electronic Arts £24.99



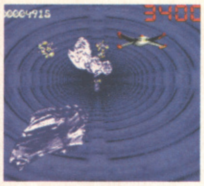
AP31 76% TT
An atmospheric conversion of the popular Games Workshop board game that pits a load of heavily armed and armoured space marines (you) against a swarming mass of evil 'Genestealer' aliens (the computer) aboard decaying space ships. It's a sort of strategy combat game, where you plan your assault on an overhead map view, and then creep around the corridors in a first-person *Dungeon Master* view. It's derivative of half-a-dozen games, but still fun and playable.
★★★

STABLE MASTERS 2
ESP Software £24.95



AP38 58% SM
A sort of football management sim for horse fanciers, *SM2* gives you the chance to race the horses you've trained, collect the prize money (or not) and bet on yourself. The down side is wading through all the statistics, which is tedious if you're not a big fan of the gee-gees.
★★★

STARDUST
Daze £16.99
AP33 89% SC AP Top 100 No. 23
Superb looking and eminently enjoyable *Asteroids* with a thousand

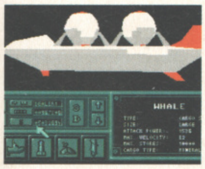


more levels, features and enhancements. Great music synchs amazingly well to the action and gets you totally involved. Gorgeous graphics pour out of the screen and into your eyes. This beauty will keep you blasting away for hours and hours. So buy it!
★★★★★

STAR TREK A1200
Interplay £34.99

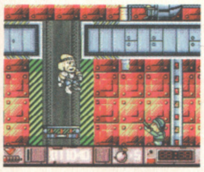
AP34 62% DG
Even the most die-hard of fans will find this 25 year tribute disappointing. It's for A1200's with hard drives only. While this should have made the game nice and complex and able to run like a peach, it all comes down to the fact that the game is a series of mini adventures none of which offer enough to whet your interest beyond being slightly bored.
★★★

SUB
Thalamus £30
AP33 62% JN



A strategy game set in the aftermath of apocalyptic disaster. You control (can you guess?) a Submarine. You have to mine and trade and fight and generally rebuild your own miniature underwater civilisation. Sounds alright but it's all rather tedious unfortunately.
★★★

SUBURBAN COMMANDO
Alternative £24.99



AP33 62% SC
A mish-mash of various game styles with elements of shoot-em-up, beat-em-up and platform games. It's hugely derivative but not as bad as it could be. It stars Hulk Hogan too.
★★★

SUPER METHANE BROTHERS
Apache £25.99

AP39 72% SM
Bit of a tricky one, this. It's *Bubble Bobble,* but with vacuum cleaners that fatally squirt the monsters against walls. But, er, it's not very good. And we can't really put our collective finger on the reason why. Structurally, it's identical to the much-loved dinosaur/soapy envelope original (120 levels, mini-bosses, tricky bonuses, secret rooms) and many of the screen layouts are unsportingly similar, but it's not *there.* Um. Maybe it's the lack of continues (or any kind of restart points) or the fact it's all so numbingly easy. But probably not. It's okay. Ish. Basically. (Or maybe *Bubble Bobble* wasn't actually that wonderful all along.)
★★

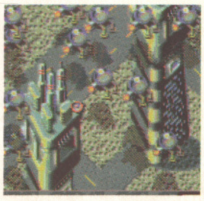
SYNDICATE
Electronic Arts £34.99

AP28 91% (A1200 93%) TT
AP Top 100 No. 9
Four super pals have an exciting time sightseeing in the cities of the future, a golden land of opportunity and adventure. Oh, and we guess we should also mention the cyborgs, the crime syndicates, the horrifying selection of close-quarter firearms and the almost limitless opportunities for ridiculously sadistic violence. Yup, Bullfrog have hit the mark again with an extraordinarily absorbing strategy/god sim/shoot-'em-up, borrowing heavily from everything from Blade Runner (the film) to *3D Ant Attack* (on the Spectrum). And does it work as a coherent whole? You betcha. ★★★★★

T2 – THE ARCADE GAME
Virgin £25.99

AP33 57% SC
Terminator 2 is a predictable shooting gallery fest with all your favourites from the movie. Well actually it's all your favourite bits from the far future bit of the movie. Armies of terminators come storming towards you and you shoot them all. And, er, then armies of terminators sprint across the screen and you shoot them all. And, er, so on...
★★

THEATRE OF DEATH
Psygnosis £29.99

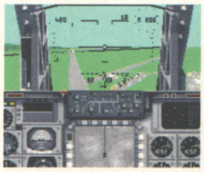


AP31 61% DG
There's something ever so slightly wrong with this control-squads-of-little-soldiers -around-and kill-the-other-guys game. Maybe it's the awkward isometric graphics that make it look as if all the roads go uphill, maybe it's the extraordinarily annoying control system that involves switching between map screens and battle areas every few seconds, or maybe it's the amateurish gunfire effect that's little more than a line drawn between the soldier and the target. There's plenty of heavy weaponry and gore spread across loads of different playing areas, and of course that has to be a good thing, but it's not exactly *Cannon Fodder,* is it?
★★★

THE SETTLERS
Kompart £34.99

AP32 88% A1200 90% CW
AP Top 100 No. 38
An absorbing economic simulation with cute cartoon characters? Well, yes. Build a castle, a butchers, a bakers, a farm, a windmill and a host of other buildings and watch the tiny inhabitants scurry around building, baking, butchering, farming and a host of other things. Then take over other settlers with your knights and you've won.
★★★★★

TORNADO
Digital Integration £34.99



AP35 78% 82% A1200 CL
Probably as in-depth as flying the real thing. There are well over 100 buttons to press, which when pressed will engage your terrain-hugging Tornado in some sort of aerial manoeuvre. There are several pre-programmed missions to be engaged in, but it's severely hampered by speed of frame update, even on an A1200. Still doesn't stop the level of attention to detail being both impressive and daunting. State-of-the-art pedantry.
★★★

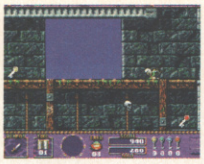
TOTAL CARNAGE
ICE £29.99

AP37 10% SC
The *International Rugby Challenge* of coin-op conversions. It bears as much resemblance to the coin-op as a Centurion Tank does to Thomas the Tank Engine. It's impossibly difficult to play, collision detection is awful. There are numerous extra lives strewn around in a desperate attempt to keep you playing, but when all's said and done, it comes down to the simple fact that only the name gives you a clue to the origins or aims of the game. We advise you to give it a well earned miss.
★

TORNADO A1200 VERSION
Digital Integration £39.99

AP38 82% JD
There are minimal differences between this and the ordinary version. More colours etc.
★★★★

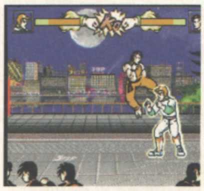
TRAPS 'N' TREASURES
Krisalis £25.99
AP38 79% SM
Pirate platform antics with plenty to do. The monsters are a bit too hard perhaps, but the puzzles are intriguing and will make this game last you for some time.
★★★



TURRICAN 3
Renegade £25.99

AP31 67% CW
Nah, they're not fooling anyone with this one. It's *Turrican 2* again, only with a funny new rope attachment that allows you to swing from platforms and leap bottomless ravines. If you liked *Turrican 2,* then the chances are that you'll like this, because it's the same game. If you didn't like *Turrican 2* then you'll hate this for all the same reasons. ★★★

TUBE WARRIORS A1200
Dynabyte, £25.99

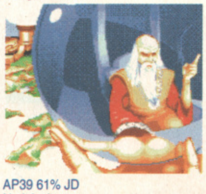


AP36 12% SC
This is a quite frankly horrible beat-'em-up that makes about as much use of the A1200 as my granny does when she's going shopping. For vegetables. On a monday. In the market. ★

ULTIMATE BODY BLOWS
Team 17 £30 CD32

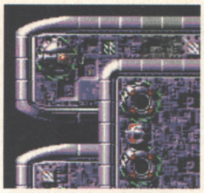
AP39 86% SC
Third time lucky (or fourth, we've lost count of how many versions of Body Blows Team 17 have done) for everyone's favourite (and scandalously shameless) SF2 clone. It's got the lot: sensible use of the extra buttons, 21 individual characters (as opposed to the same character 21 times) and a fast mode that's scorchingly nippy. You'll fairly obviously need two joypads though.
★★★★

ULTIMATE PINBALL QUEST
Infogrames £30



AP39 61% JD
No it isn't.
★

URIDIUM 2
Renegade £25.99
AP31 78% SM
AP Top 100 No. 49
Andrew Braybrook's classic game of shooting the hell out of monster spaceships just got that little bit better, and that's about all really. The differences between this new version and the original are miniscule, with a small amount of vertical scrolling, and an all-round slicker feel, and although there's a new sub-game once you're inside the ship, it's fairly tiresome and dull and not really worth the effort. Not so much a sequel as version 1 point 2.
★★★★



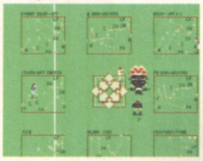
VALHALLA
Vulcan £30

AP39 19% CW
Not, regrettably, the redundantly drawn-out Speccy adventure (which, apparently, only one person ever bothered to finish) but an overhead-view maze game where you walk around and get killed by unspottable traps. A lot.
★

WEMBLEY INTERNATIONAL SOCCER
Audiogenic £26 CD32/A1200

AP39 85% SM
Footy game of the Let's Not Actually Try Hopelessly Optimistically to Trounce *Sensi* school that's all the better for it. Some splendid ideas (overhead or isometric views, an optional window showing the player to whom you're going to pass, custom playing styles) pep it up no end, but it's all let down by the sticky speed and uncomfortably small pitch. Let's hope there's a version 2, eh? Best played with a CD32 joypad, which you can do on the A1200 version as well.
★★★★

WEMBLEY RUGBY LEAGUE
Audiogenic £19.99



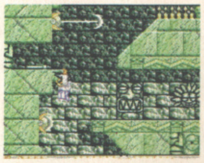
AP38 62% SC
A manly and noble sport makes its debut on the Amiga. Unfortunately this is probably not quite as much fun as *Five Nations Rugby* (AP14, 86%) which uses the same game engine. Something's missing in the translation.
★★★

WIZ 'N' LIZ
Psygnosis £29.99
AP31 SC 78%
Deliberately aimed at the, erm, youth end of the market, *Wiz 'N' Liz's* confrontation-free gameplay tends to leave you wondering where exactly the actual gameplay is. With no baddies, and therefore no-one to kill or be killed by, you play a sorcerer racing to free bunnies, with time being your only enemy. Free the bunnies, collect words to form spells and, well, that's it really, but a competitive two-player option and a fantastically speedy pace make it quite fun. Surprisingly.
★★★

WORLD CUP CRICKET MASTERS
ESP £25

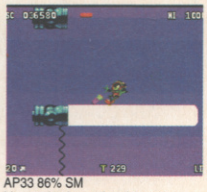
AP39 14% SM
Cricket. Done very badly indeed . Your men are drawn from the Lowry school of figurative work and are consequently almost impossible to see, the animation is appalling, the gameplay is ruined by intrusive point and click menus and it costs far too much money for what it is. If you want to play cricket on your Amiga, do yourself a favour and go out and get *Graham Gooch's World Class Cricket* which is a much more highly polished and playable affair. It's good to see independent companies having a go, but that's the only good thing you can say for this awful game.
★

YO! JOE!
Hudson Soft £26.99



AP28 91% SC AP Top 100 No. 37
Gorgeously extensive platformer, featuring the wide-ranging adventures of the eponymous Joe and his friend Nat. The whole thing's characterised by an astonishing attention to detail, with beautifully-designed levels, excellent effects, loads of excellent weapons *plus* a simultaneous two-player mode – it's not perfect, but it's nice to see people trying. Attention to detail, see? That's the key to a good game. That and playability. Oh and not having silly messages when loading. And being priced right. And fun to play. And *Yo Joe!* has all these features. Bring on more of the same we say.
★★★★★

ZOOL 2
Gremlin £25.99



AP33 86% SM
It's good to know that there are platformers out there that look and feel good to play. The programmers of this beauty have really let their imaginations go and stretched the platform genre to its limits. Beautiful animations, stunning backgrounds and playability by the bucket full. *Zool 2* is well worth buying. For once you *can* believe the hype.
★★★★

the

Glorious is the Revolution. Mighty are the heroic wordsmiths of AMIGA POWER. Join with us and sing to the mightiest force in the world – amiga, Amiga, AMIGA!

SOFTWARE

● *Chuck Rock 2* £8. Other games on offer for £4 each. Includes *Batman* and *Rainbow Islands.*
Mark Medhurst
0460-66091

● Bargain games for the Amiga: *Pinball Dreams* £7, *Zool* £5, *Transwrite* £7, *Striker* £5. Phone after 5pm.
Russel Taysom
0432-830650

● *Disposable Hero* £10, *Super All Stars, Lionheart, Chart Attack* £8, *Putty, Blastar, Shadowlands, Tearaway Thomas* £6. *Projectyle, Hagar, Continental Circus, Stryx, Dragonbreed, Viz, Bonanza Bros, Crazy Cars* – £4. Discount for buying lots.
Sean Hill
0277-215415

● *Populous* and Data Disk, *Sleepwalker, Street Fighter 2* £5 each. *Flashback, Road Rash* £8 each. *Bonanza Bros* £3. All boxed originals with instructions.
Alan Webb
0455-291716

● Over 40 boxed original strategy, roleplay and wargames. Includes *Syndicate, Vikings, Warlord, Sabre Team, Genghis Khan, Realms, Silent Service* and *Knights of the Sky. (Presumably you should phone this chap, because he hasn't included any prices with this list. – Ed)*
Eddie Doherty
0383-728400

● *Sabre Team, Civilisation, Robocop 3, Body Blows, Premier Manager, Putty, Another World, SF 2, Premiere, Epic, Rugby, Emlyn Hughes.* Price negotiable or swaps.
Gavin Sweeney
0934-513311

● *Gunship 2000, Formula One Grand Prix, Test Drive 2, The Collection,* £10 each. *Robocop 3, Cruise for a Corpse, Dalek Attack, Snaperazzi, Stunt Car Racer, Batman, Road Wars, Special Forces* £5 each. *New Zealand Story* £3. Please phone after 6pm.
Chris Jackson
0246-231945

● *Morph, Overkill & Lunar C, Ryder Cup, Labyrinth of Time,* all CD32 titles. Sell for £15 each or swap for other CD32 games.
Mark Forrest
061-474 1321

● *Labyrinth of Time, Mean Arenas, Overkill & LunarC, Liberation.* All on CD32. For sale or swap. Offers please.
Paul Suart
0533-386822

● *Mean Arenas CD32* £12, *Special Forces* (MicroProse) £12, *Alien 3* £10, *Body Blows v2* £8, *Alien Breed 2 AGA* £12.
Julian Smith
0742-438542

● *Street Fighter 2, Premier Manager, James Pond 2* £5 each. *Nigel Mansell's World Championship, War in the Gulf* and *Premier Manager 2* £15 each. *Match of the Day* £2. *Kid Gloves* £2, *Putty* £5, *Push Over* £2. *Lemmings 2* £15.
Matthew Langmaid
0392-214371

● *Video Kid* £4, *RBI Baseball* £5, *Pang* £4, *Switchblade 2* £5, *Lotus* £5, *Premiere* £5, *Assassin* £5.
Fida Gilani
071-237 7353

● *Cruise for a Corpse, Overdrive, Soccer Kid, Curse of Enchantia, Arabian Knights* £12 each. *Midwinter* £7, *Goblins 2* £12, *Legend Of Kyrandia* £15.
James Smith
0373-864986

● *Captain Planet, Bart (Space Mutants)* £4, Crying Freeman (video), *Bubble Bobble* £6 each. *Sensi-Soccer, Lemmings, Fuzzball, Zool* £12 each. *Secret of Monkey Island 2* £18. APs 8,10-20, 22-27 (without disks) £2.50 each. AP 20,21,28 with disks £3.
Mark Sunderland
0322-279196

● Lots of games: £2 each or £3.50 for two. Also, Atari 2600 with leads etc, £30 or nearest offer.
James Irvine
02657-41795

● Amiga Power issues 7-34 £1 each. *Turrican, SEUCK, Indiana Jones Last Crusade, Ballistix, Head Over Heels, Lombard RAC Rally, Super Hang On, Continental Circus* £3 each.
Barry Slack
0282-428619

● *Aliens 3* £10, *Robocop, Pictionary, F17 Challenge, Arnie, Trivial Pursuit, International Tennis* £10 the lot. All boxed. Phone in the afternoon.
Mark Stephens
0268-685594

● NB AGA owners, 26 original games worth over £500 plus £200 keyboard plus tow snooker cues. A bargain for £200.
Wayne Lunn
0943-603802

● Over 300 original games – the entire collection including *Zool, Alien Breed, Putty, Myth, Heimdall, Populous* and loads of others including older games. Prices start at £3. Ring me after 6pm.
Paul Roberts
0243-830058

● *Innocent Until Caught* £20, *Monkey Island* £10.
Graham Heath
0565-653103

HARDWARE

● 1Mb A500 with all accessories plus monitor stand, disk box, joystick, mouse, *Wordworth v1.0, DPaint 2* and 13 games inc *Crazy Cars 3, Harlequin, Sensible Soccer.* All boxed originals £230 ono.
Gareth Haines
0453-833547

● Sega Game Gear, AC adaptor, 10 good games, including *Sonic 1-2-3, Columns, Land of Illusion.* All boxed with instructions VGC. Worth £360, sell for £160 ono.
Don Hamessy
0202-698082

● A500 1Mb. 40 games and demos inc. *F1GP, RType2, Sim City,* 30 issues of Amiga Power, joystick & joypad. Sell for £175 or with Commodore Monitor for £350.
David North
081-301 0321

● Amiga 500 with joystick, mouse and about ten original games and 20 blank disks. A bargain at £200 ono.
Wes Boreham
0482-441869

● A500 with half meg upgrade, 2.04 and 1.3 ROMS, two joysticks, two mice, loads of games and all original manuals etc. £350 also loads of mags.
Simon Attewell
081-241 5737

● A1200 with over £650 worth of games (15 of which received 80% plus in Amiga Power) inc. *Flashback, Sensi-Soccer, Cannon Fodder* & more. Phone for list. ALL fully boxed for £400 ono.
Googly Highball Thomas
0793-764303

● Amiga 1200, nine months old, includes mouse and over 50 disks and magazines, £220.
Darren Nosurname
0772-651196

● Supra-Modem 2400 including all software (A-Talk3 JP Comms) also fax software £100. Five year warranty included.
Vernacular Foulkes
0352-762851

● Amiga 500 1Mb, sound sampler, two joysticks, games and magazines. £250 or nearest offer.
Peter Hodgson
0642-585920

● A500 with workstation, 1meg, 20meg hard disk, two joysticks and many games. £350 the lot.
Tim Bohn
0908-666425

● CDTV software with instructions. Anything but CDPD, *Sim City, Hutchinsons Encyclopedia.*
Nicholas Hall
0562-710710

● Super NES, three games: *Street Fighter 2, Mario Kart, Mario World,* two control pads and convertor £120 ono.
Fergus Reilly
0382-580580

● Amiga 500 1Mb, ext drive, mouse, joystick, 1084S colour monitor, several hundred games including *Frontier, Skidmarks, Thunderhawk* £350 no offers. With mono printer 100 blank disks £400.
Jason Sannachan
081-946 0722

● Amiga 600, 2Mb, two joysticks, ten games, over two years extra warranty. Still boxed £280 ono.
Alan Drew
0945-583794

● Amiga 500 1Mb, over 100 games, all with manuals. £200 or swap for CD32.
Daniel Twigden
0604-408063

● A1200 with mouse, manuals etc, two joysticks, over £200 worth of games plus lots more. £300 ono.
Mark Roberts
0322-277348

● A1200 workstation, external drive, games, extended warranty, excellent condition. £300 ono.
Robert Burke
0532-560170

● Game Gear, five games, adaptor, case. The games are: *Columns, Shinobi 2, Aliens3, Outrun Europa, Streets of Rage* – all boxed and in mint condition. £115 ono.
Howard Watson
081-300 9288

● Game Gear plus many extras. All boxed, excellent condition £100 ono or swap for A600 and mouse.
Ian Blank
0782-837351

● Damaged or unwanted A500 or A500+ with working keyboard. Please call any time after 5pm.
Richard Hamilton
0524-420556

● A500 1meg, Action Replay, Printer, 20 games plus other software. Two joysticks plus all leads. £250 ono or will swap for A1200 pack.
Ravi Dhanoa
081-579 3994

● UK SNES. Boxed with two control pads, ten games including *John Madden '93, NHPLA Hockey, Top Gear* and *F-Zero.* RRP over £500, will sell for £299 ono. Also SNES mags, any offers considered.
Steve Pill
0827-261494

WANTED

● Desperate for Domark's '*Nam 1965-1975.* Will pay up to £15 for boxed original.
Paul Bottomley
0742-395964

● *The Settlers,* will pay £20 for boxed original.
Stewart Loundes
0543-506274

● A600 in good condition. With mouse if possible. Manuals and connecting cables wanted too.
Tiago Manuel Seusa Varanda
054-62749

● Will some kind *Eye of the Beholder 2* expert send me a saved game with Catacomb level four completed. I've been stuck there for months!
Extra Curricular Stafford
0244-341721

● *Paradroid 90, Powermonger WW1* Data Disk. Will pay any reasonable price. *(If you buy the budget version of PM, Greg, you'll get the WW1 disk free. – Helpful Ed)*
Greg Pankiewicz
0278-427855

● *Desert Strike, The Settlers, Syndicate, Mortal Kombat* and *A-Train.* Boxed with instructions. Will pay £10-£15.

secret garden

Stephen Saville
0267-290335
- Does anyone out there have *Championship Manager 93* or *94* data disk. If you do, please sell it.

Mark Simpson
0202-427945
- I will pay reasonable price for *Starflight 2* or *Dark Queen of Krynn.* Boxed originals only.

Bryan Edwards
0324-557582
- *Falcon 3* plus mission disks, *Their Finest Hour, Gunship 2000, Leather Godesses.* Fair price for originals.

Paul Larkin
0482-809735
- External Disk Drive. 80meg hard drive for A500 plus.

Pitoing Jang Jones
0582-33229
- Copy of *Murder.* Must have instructions and be a boxed original. Will pay up to £5 or over. Should also be A500+ compatible.

Philip Colin
0202-744196
- *Star Control.* I will pay £10. Also swap *Street Fighter 2* for anything.

Andrew Blayney
0342-322191
- *SimCity Deluxe,* NOT *SimCity.* Will pay up to £15. Will also consider a swap.

Ian Dransfield
0709-872596

SWAPS

- Your *Dynablaster* for my *Chaos Engine, Robocod AGA, F17, Putty, Zool, Lotus1, James Pond, Hudson Hawk, Oscar AGA, Dennis.*

Tom Pangbourne
0424-421439
- Solution for *Cruise for a Corpse.* Will swap a complete budget game (*Dizzy* or *Paperboy*).

Philip Colvin
0202-744195
- My CD32 *Liberation, Overkill/LunarC, D/Generation, Whales Voyage, Now Games 1* for your *Sleepwalker, Project-X, Pirates Gold, Seek 'n' Destroy* or *Bubba 'n' Stix.*

Paul Japp
081-940 1935
- *McDonalds Land* (unwanted prezzie) for: *Wing Commander, Dune, Frontier, Elite 2* or any decent games (maybe even *Epic*).

Howard Bowmer
061-4390279
- My *History Line, Pinball Fantasies, Scrabble* (US Gold) *Operation Stealth, Legend* for your *1869, Ragnarok, EOB2, Ashes of Empire, BAT2.*

Allan Brown
071-793-1185
- *Birds of Prey, Jimmy White, Prince of Persia, Kick Off 2* for *Micro Machines* or *Road Rash.*

Keith Brookes
0344-50109
- *Striker, Zool* or *Captain Planet* for *Monkey Island 2, Simon the Sorceror, Premier Manager 2* or *Elite 2, F1.*

Andrew Fraser
560319
- *Premier Manager* for *Syndicate, Eye of the Beholder 2* or *Chaos Engine.* Any other boxed originals will be considered also.

Chris Julian
0246-235440
- My *Desert Strike* or *Street Fighter 2* for your *Cannon Fodder.* No pirates.

Sam Cartlidge
0691-622890
- *Sim City, Dragon's Breath, Barbarian, Midwinter 2, Chaos Engine, F15 Strike Eagle 2, Powermonger, Eye of the Beholder, Populous 2, Syndicate, Caesar, F1GP. Mega-Lo-Mania/First Samurai.*

Stephen Rennocks
0509-266511
- *Cannon Fodder, Desert Strike, Flashback, Pinball Fantasies, Sensi-Soccer* for *Gunship 2000, IK+, Skidmarks, Micro-Machines, Lombard RAC Rally* or *Mortal Kombat.* Must work on A500.

Alan Fleetham
0900-818750
- My *Manhunter: New York* and £5 for your *Police Quest 3* or *Quest for Glory 3.* Phone after 6pm Tuesday-Friday.

Peter Walker
0642-474427
- *Premier Manager, Monkey Island* for *K240* or pay up to £17.

Daniel Hadfield
061-3368344
- *Mortal Kombat, Space Crusade, FD2, MicroProse GP* for *Campaign 2, Frontier* or *Mega-Lo-Mania.* Also *Disposable Hero* £8 (no copies). Condition does not matter.

Dean Foord
0277-711246
- *Hook* for any good strategy adventure. A1200 only.

Roel van de Weger
010-31-8860-735
- *Sensi-Soccer* for *Goal* or *Mortal Kombat.* Must work on A600. (*Sensi* not boxed).

Douglas Hay
031-666 1817
- My *Captain Planet, Head Over Heels* plus Batman the Movie for *Streetfighter 2* (Amiga 500).

Jesse Baker
081-546 1492
- My *Jurassic Park* for *Skidmarks* or *Championship Manager Italia* (boxed only).

David Bowker
0642-480457
- My *B17 Flying Fortress* for anything good (*Dungeon Master, Powermonger,* etc).

Andy Cirulis
0684-893316
- Desperately needed – *Frontier* for *Turrican, Nine Lives, James Pond, Final Fight* and *New Zealand Story.* All originals. Frontier must also be boxed original with manual.

Graeme Almostillegiblesurname
0259-753249
- *Syndicate, F1 Grand Prix, Pinball Dreams* and *Fantasies, Robocop3, Speedball2, SWIV, Stunt Car Racer, Prince of Persia* FOR *History Line, 1869, Ashes of Empire, BAT 2, Stormmaster, Sim-City Deluxe, Sentinel, Exile, Deuteros.*

Allan Brown
071-793-1185
- *CD32 Nigel Mansell, Overkill, Lunar-C, Lotus Trilogy* etc for almost anything. Phone now.

Chris Pett
0341-281160
- My *Flashback* for your *Sensi-Soccer*, any edition.

Rob Crabb
0249-814709
- My *Smash TV* for your £5 or any reasonable offer.

Matthew Jones
0708-250307
- *Cannon Fodder* for *The Settlers.* Boxed original only please.

Iain Smith
0773-748636
- *Pinball Fantasies, Nick Faldo's Golf, Chaos Engine, Syndicate* for *Knights of the Sky, Monkey Island 2, Legend of Valour, Lemmings 2, Walker, B-17 Fortress, Gunship 2000, Dogfight, F1 Grand Prix.* Boxed originals only.
- My *Hired Guns, Simon the Sorceror, Sleepwalker, Cadaver, Sim Life, A-Train* for your *Populous2, Dragon's Breath, Indiana Jones & The Fate of Atlantis, Syndicate.*

Colin Walker
0642-606215

PEN-PALS

- Free! New AMOS disk mag. Send a blank disk and a SAE to my address and I will send it promptly to you.

Paul Gumsley
5 Lockton Road
Whitby
North Yorkshire YO21 3NB
- Send me a SAE and one blank disk and I will send you my brilliant disk magazine.

David Charman
85 Carlford Close
Martlesham Heath
Ipswich
Suffolk IP5 7TA
- I would like anyone with an A1200/4000 to swap software with. I hate Sega and Nintendo.

Ben Hobbs
17 Herschell Square
Walmer Deal
Kent CT14 7SH
- Contacts wanted. Interested in everything from Amiga to life. 100% reply. Aged 18+. No timewasters.

John Bristow
16 Lyecopse Avenue
Farnborough
Hants
- I've got an A1200. I'm 15 and I need someone to write to. So help me out. You must be 15 or over.

Alastair Way
1 Inverkip Road
Greenock
Scotland PA16 9AA
- I am looking for overseas contact.

Sadeq Bo-Olayan
PO Box 15392
De'eyah
Kuwait 35454
- Contacts wanted worldwide. Must be interested in games. I am an A600 owner who wishes to swap games.

Peter Holcroft
79 Clare Heights
Ballydare
Co. Antrim
N. Ireland BT39 95B
- Contacts wanted! 100% reply. Don't delay post today.

Stephen Theboyo
12 Margaret Road
Llandybie
Ammanford
Dyfed, South Wales SA18

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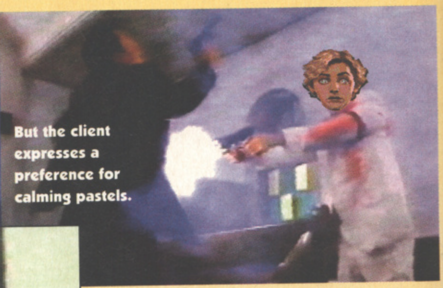
August 1994

YONDA LIES DE PALACE OF MY FADDA, DE CALIPH

Cinematic capers with the clown prince of crime comedy.

Later, Guybrush becomes a decorator. With hilarious consequences!

"Blues are so moody," he explains.


But the client expresses a preference for calming pastels.

Complications ensue when his cousin arrives unexpectedly.

Films have to be pretty special to impress the Hesiodic theogony that is AMIGA POWER. With film-related degrees and, indeed, films enriching our already adipose sponge cake of cinematic knowledge, there is no symbolism too complex, no thematic undercurrent too undercurrenty to defeat us. While musing on exactly how clearly mad Leslie Halliwell was to conclude that George Formby is one of the funniest men of all time, it struck us how the ingenious plots, character development and solid entertainment of the finest Amiga games could benefit enormously from the celluloid treatment. And so, we are proud, and yet in a way, humbled, to present the first of an occasional series outlining such games, suggesting directors that could do their adaptation justice, and even composing sample scenes to bring home the finely-honed storytelling skills of Amiga programmers everywhere.

Film of the Game: The Secret of Monkey Island
Directed by: John Woo
Synopsis: Guybrush shoots lots of people, and the film ends
Sample scene: Guybrush meets the pirates

(Scene: The Scumm Bar. Pirates litter the unpleasant furniture, waving tar-lined mugs and shouting unmusically. Enter Guybrush Threepwood, as played by Chow Yun Fat. Slow-motion shot of Guybrush walking purposefully through the bar to a back room as unmusical shouting takes on echoey and sinister air. All eyes turn to Guybrush as he passes, but no one hinders his movements. Reaching the back room, he raps on the door. As it opens, he pushes in past the lookout. Large and obviously important pirates sit around waxy tables. Guards crowd forwards, aiming stubby flintlocks at the unruffled intruder.)

Laboriously polite pirate captain *(faintly amusedly)*: And what do you want, sirrah?

(Guybrush leisurely produces a hand-rolled vellum cigarillo and plucks a match from the top pocket of a guard.)

Guybrush: I want to be a pirate.

A pirate: You hear that, boys? He wants to be a pirate.

Some pirates: Har har har.

(Guybrush joins in the laughter tight-lipped, eyes flicking from pirate to pirate. Suddenly he spits the cigarillo accurately from his mouth. The tube of stiffened paper harpoons into the left temple of one of the guards. As he crumples to the floor, Guybrush strikes the match with his thumb and continues the movement to lob it towards another pirate. It lands in the flash pan of the pirate's flintlock. The crude pistol goes off, shooting the rogue standing beside him. Guybrush snaps his arms down and forwards. A pair of guns ratchets out of his billowing sleeves to land in his ready hands. The guns are a revolutionary form of revolving pistol with nine barrels. Guybrush starts to fire both pistols indiscriminately into the pirate gang.)

A pirate: Aarghh.

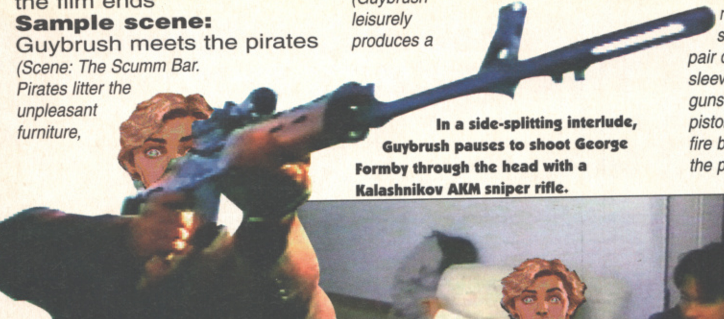
Another pirate: Oooogh.

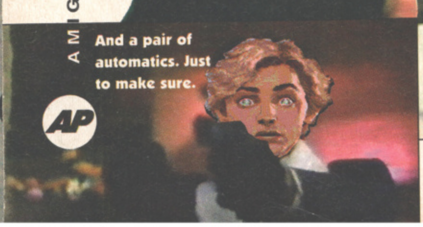
Some pirates: Ugh. Cripes. Aieee. Lawks.

(Slow-motion shot of Guybrush advancing through room firing continuously. Shabby criminals fall ostentatiously before the roaring justice of his patent repeating flintlocks, symbolising Guybrush's redemption through violence, so that's all right then. The important-looking pirates crash aside, pistol balls lodged distressingly in their skulls. No longer will they prey upon toiling merchants or wave tar-lined mugs, shouting unmusically. Guybrush's spent pistols drop to the floor as he considers the terrible massacre and will probably get all shirty about it in a later scene. At that moment a cunningly doggo pirate captain leaps up, jamming his trusty gun in Guybrush's ribs.)

Unrepentantly coarse pirate captain: Ar-har. Falls for me trick, doesn't you? Now, with the others dead, I controls the waters from here to Monkey Island to prey upon toiling merchants and wave tar-lined mugs, shouting unmusically.

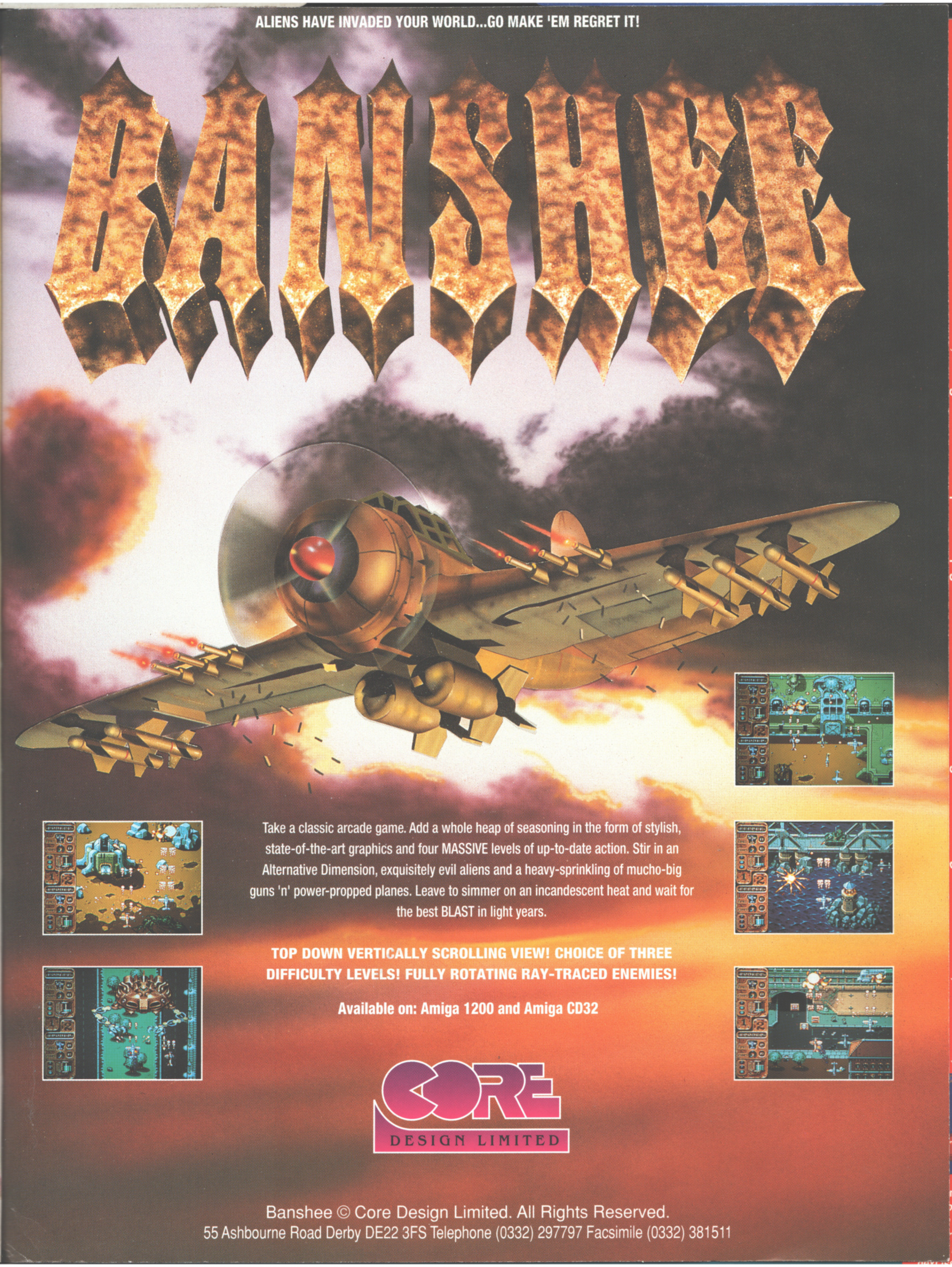
(He fires the pistol into Guybrush's body. But Guybrush swans his hand downward, and the hammer clunks uselessly against his finger. He twists the pistol from the pirate's hand into his own, and shoots down the unspeakable villain. The door to the room crashes open, and the slightly unwilling denizens of the outer bar spill in, having guessed correctly that Guybrush has run out of ammunition. His eyes dart over to an unspilled table, spotting the enormous souvenir cannon salvaged from a previous command. Jinking aside, Guybrush stamps down on the end of the table, flipping the cannon upwards. Deftly catching it in mid-air, he turns and fires at the crowd.) (And that's enough *Monkey Island* in the style of John Woo. – Ed)


In a side-splitting interlude, Guybrush pauses to shoot George Formby through the head with a Kalashnikov AKM sniper rifle.


And a pair of automatics. Just to make sure.

He buys some attractive furniture at Habitat.

And goes on to become the new James Bond.



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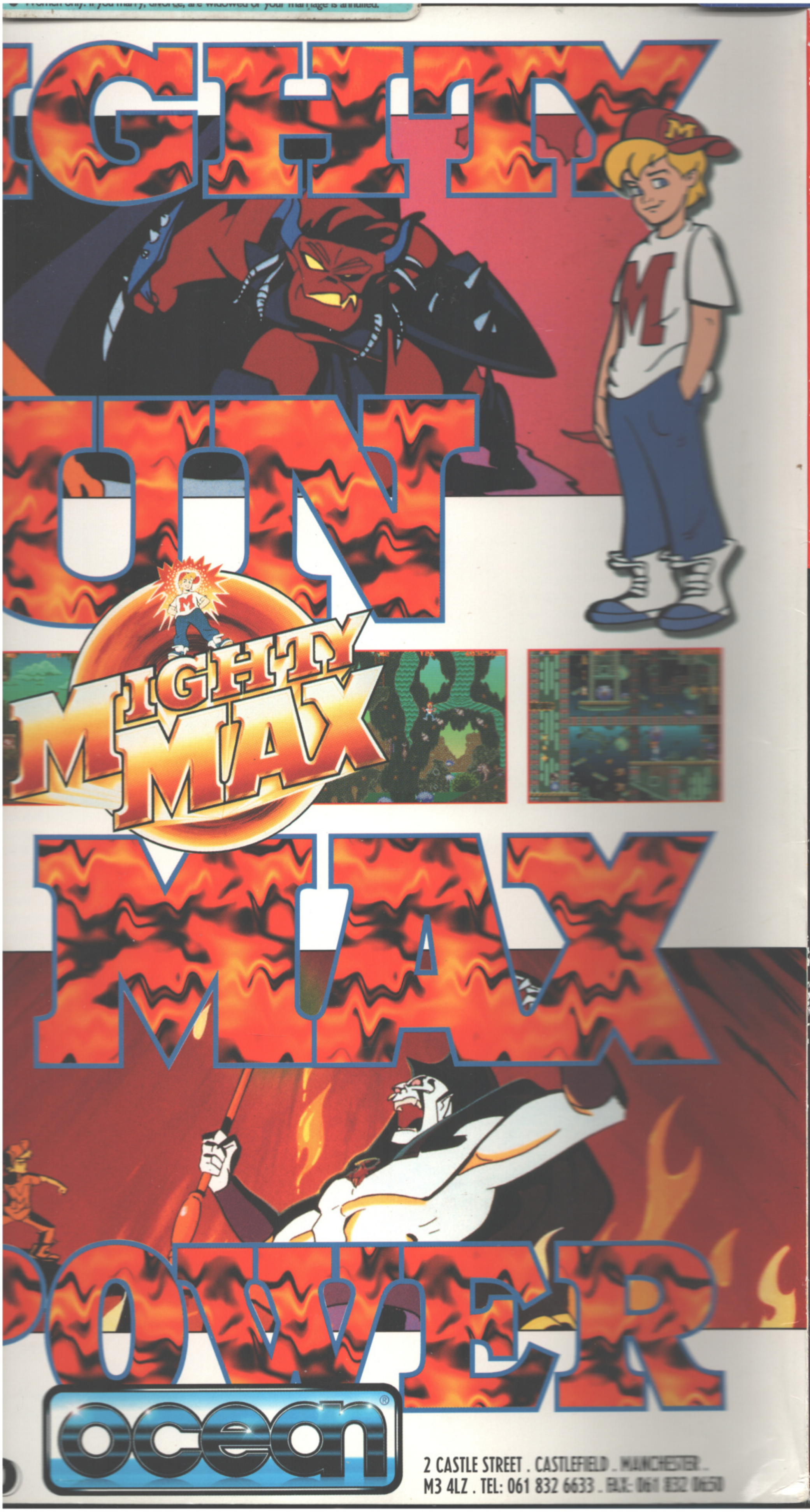
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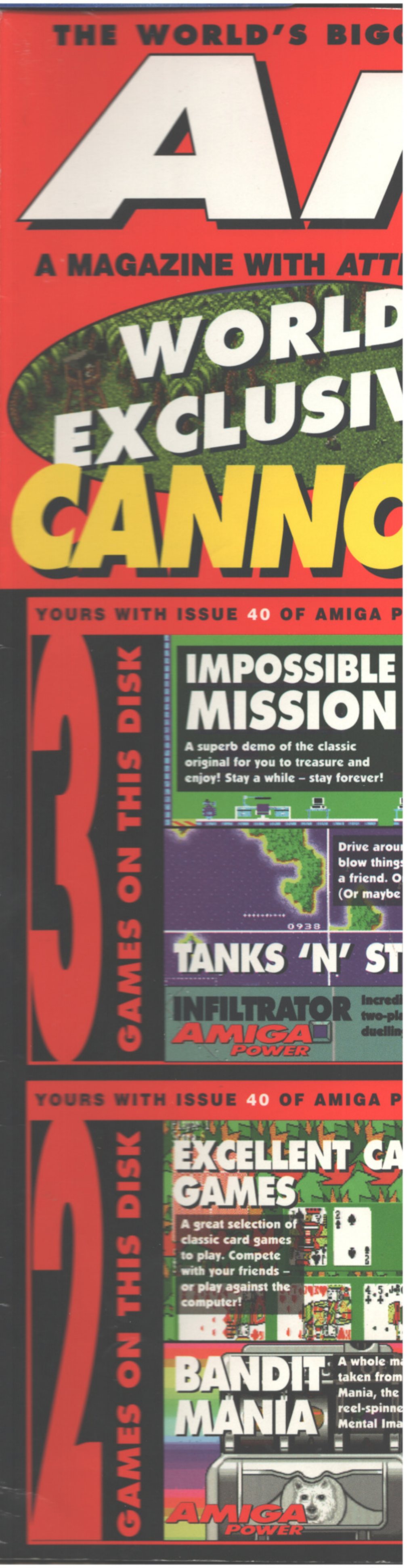
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